MARVEL COMICS
SEPT
#21 $1.99
MARVEL VISION™
THE MARVEL FAN MAGAZINE
THE NEW GAMBIT LIMITED SERIES
AND THE TEAM OF HOWARD MACKIE AND KLAUS JANSON
John Romita Sr. Retired and busier than ever
Marvel Animated News
Comic Fan Club
Marvel Online celebrates its first birthday!
JANSON '97

WARNING:

CONSUMPTION OF THIS TASTY BITE-SIZED COMBINATION SNACK MAY CAUSE SUPER HULK STRENGTH, ULTRA-HYPER SENSITIZED HEARING AND SPIDERLIKE BEHAVIOR.

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Stan Lee Presents
Marvel Vision #21 • September 1997

Timothy Tuohy • Back from vacation
Julio Soto • Already needs a vacation

Chris Carroll, James DeSimone
Brent Ferguson, Michel Le
Mel Sanchez & Jeff Sutter
Design like they're on vacation

Bryan Cairns, Barry Dutter
Lysa Hawkins, Matt Idelson
Jim Krueger, Andy Mangels
Rob Piotrowski, Benny Powell
Peter Sanderson, Polly Watson
& Jason White
Write like they're jetlagged

Vito Incorvaia • Always on vacation

Bill Rosemann
Likes to vacation in Canada at night

Regina Massaro • Licenses vacations

Susan Raso
Wishes Tim didn't go on vacation
Suzanne Paquin
Wishes Tim stayed on vacation
John Stack • Drives vacationers

Bob Harras • Vacation?????
Jim (Ski) Sokolowski
Julie, your cruise director
Shirrel Rhoades
Vacations where black clothes aren't optional

David J. Schreff • Ruler of the vacations
Scott Sassa • Emperor of the vacations

I just flew in from the Bahamas and boy, are my arms tired! Boy, is that an old joke.. Seriously, I just got back from my first vacation in three years and even though it was relaxing and I sorely needed it, I realized how much I enjoy what I do and where I work.

As you can see from the picture, I made a new friend while down in the islands, but that one unique friend can't equal all the friends I've got who read VISION every month. This magazine is slowly nearing its second anniversary issue and it couldn't have gotten there without you, the fans.

This issue presents some really cool articles so read on, True Believer.

It was about one year ago that an innocent-faced Paul Kallis walked into the Hallowed Halls of Marvel with dreams of Online greatness. A year later he proved that those dreams weren't delusions. Marvel Online in association with America Online continues to astound all. I even got into the act by taking part in a chat twice a month as do many other Marvel creators and editors. If you haven't checked out this awesome site, then log on. If you can't, then don't read this 'cause you'll hate what you're missing.

What can I say about Klaus Janson? Well, actually nothing that I can print! Get it, Klaus? Okay then. I met Klaus when I just started at Marvel. You might remember he was the inker of the amazing original six-issue story arc in PUNISHER WAR ZONE. Well, back then I was naive and I brought a bunch of comics in for Klaus to autograph. I brought in all of the DARK KNIGHT RETURNS and a few others but I chickened out and only handed him one book. He then took all the others out of my grubby little hands and signed each one.

Klaus Janson is cool. And he's a great artist who is doing more work than ever. He's going to be the artist of two major books this summer: WHAT IF...? #100 and the new GAMBIT limited series. Following that he's going to lend his immense inking talents to the new CONAN limited I'll be editing. It's great to be working with Klaus again.

Finally, John Romita Sr. retired. Tell that to his wife! The legendary artist is busier than ever and this issue we catch up with him and see what he's been up to.

I'm done.

Tim Tuohy

4 con·tents

/'kän-,tents/

n.(ME, fr. L *contentus, fr. pp of continēre to contain*)
b: the topics or matter in a written work

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WHAT IF...? reaches its 100th issue and Ivan Velez Jr. and Klaus Janson are going to bring you a new chapter in the ongoing love affair of Rogue and Gambit.

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If Klaus didn't have enough to do, then the second GAMBIT limited series should give him something to work with. Klaus and Howard Mackie take the ragin' cajun X-Man on another solo adventure.

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Marvel Online is celebrating their first anniversary. Where have they been and where are they going?

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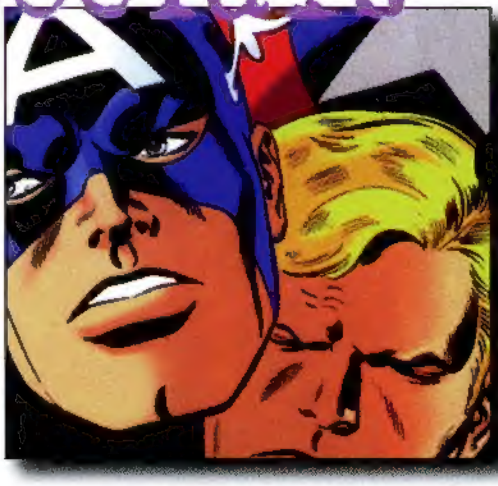

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A year after his retirement, living legend John Romita Sr. is busier than ever. This month we catch up with the ever popular artist.

Andy Mangels' Reel Marvel returns with scoops on what's planned in the media for Marvel's marvelous characters.

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in·di·cia

/in-'dish-(ē-)ə/ *n, pl* (L, pl. of *indicium sign, fr. indicare*) (1625) 2: postal markings often imprinted on mail or on labels affixed to mail

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MARVEL VISION insights

Welcome to another installment of the ever-popular VISION letters page. This month the snail-mail bag was kinda low so I raided my e-mail for another all digital column. Enjoy.

Dear Insights,

Two months ago the letters page of MARVEL VISION #18 printed a letter from Mark Kammerbauer. Aside from his comments, Mark also asked for help in finding a comic in which Professor Xavier, Bruce Banner and Reed Richards merged their minds to create a single super being. The story in question was titled "What if the Hulk always had Bruce Banner's brain?" and it appeared in WHAT IF? (Vol.1) #2, cover-dated April 1977. In the story, Galactus arrives on Earth without the Silver Surfer and the only way that Banner, Richards and Xavier can think of to fight him is to use a device they invented called the Psychotron to merge themselves mentally and physically into a huge super-powered entity who called himself the X-Man. Their plan succeeded in driving away Galactus but at some cost. All three lost their super powers and the X-Man's encounter with a cured Ben Grimm transformed him back into the Thing, only this time he was as powerful and brutish as the Hulk and was hunted by General "Thunderbolt" Ross.

I hope this answers Mark's question.

Sincerely,
donaldac@hotmail.com
Donald Campbell

I think that that answers Mark's question quite nicely. Thank you, Donald.

Tim,

I was walking past the latest issue of Captain America, and I caught something out of the corner of my eye...It was a Jim Lee cover. I looked inside and Rob Liefeld was nowhere to be found. I jumped for joy. I could start collecting Captain America again! I'm not sure how much you are at liberty to say but could you please shed a little light onto what has happened to Mr. Liefeld working on Heroes Reborn and who will be the creative teams for the next six months? For that matter when this is over how will it be numbered? (Will it pick up where the pre-Heroes Reborn titles left off a la "Age of Apocalypse" X-Men?)

Also as long as I'm up late...Is it definite that Amalgam is going to be a yearly thing? I wasn't too impressed with this year's offerings so far. With the exception of BAT-THING. I've only picked up four so far (Thorion, Gen. Hex, Iron Lantern, Bat-Thing), but I plan on giving the rest a shot. Anyway, I would really like to see Assassins again in next year's Amalgam issues (Only if done by Chichester and McDaniel). That's it for now.

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Rob Liefeld has indeed moved on to pursue other ventures as was first mentioned in issue #19. We wish him and the new CAP creative team of James Robinson and the Wildstorm crew all the best.

I'm not sure if AMALGAM will be a yearly event but I know that I'd like it to be. I agree with you, BAT-THING was great but I also really liked THORION.

Dear Visionaries,

Okay... this is my first letter to a comic book company, but let's get to the point: HEROES REBORN.

I know HEROES REBORN isn't exactly popular with a lot of Marveldom's hard-core fanboys, but not all of them. I have been collecting comics since '91, and I've been addicted ever since, so I consider myself one of those fan boys, but REBORN isn't all bad... in fact I kind of like it!

First, I'll level with you, I haven't liked the way these comics have been treated the past five to ten years, not enough to buy them regularly. I bought one or two issues of each, but wasn't impressed. I have, however, always been a Marvelite. The one thing I liked best about Marvel was that, unlike its competitors, [Marvel] has always been continuity based, even separating the Golden Age from the Silver Age without losing believability. I thought "rebirthing" its flagship characters was a bad idea, especially with Lee and Liefeld at the helm, but you surprised me!

Now... going down the list in no particular order...

FANTASTIC FOUR: not mind-blowingly original, but more faithful to the classics from some twenty-odd years before I was born than most over the past ten. Mole Man could have been treated with some humor, but I loved these versions of Namor, Black Panther, Super-Skrull, and the Inhumans! Treated the way I knew they should be!

AVENGERS: again, not totally unique, but something much more interesting than the recent magazine's attempts at becoming an X-Men clone. I loved Thor's new look and old attitude, and Swordsman is pretty cool. My only real complaints are the Scarlet Witch's origin and Hawkeye's costume.

IRON MAN: honestly, I never considered this guy worthy of his own book, but this changed my mind! It was actually something worth reading! Tony as the rotten millionaire I knew he was before Iron Man, Pepper Potts no longer your average personal assistant, Jasper Sitwell secretive government agent, a Living Laser and Whirlwind that are actually worth the fuss, the savage Hulk that I always wanted to see, the link between the greatest minds in the Marvel universe with the ATOMIC KNIGHTS OF THE ROUND TABLE, and finally a villain with an important past that might survive outside the "pocket univerese," Rebel!

Now the real controversy... CAPTAIN AMERICA: here's the deal, I've never thought much of Rob Liefeld; his characters were generic at best and completely idiotic at worst. Then I saw his Captain America. Wow. I never liked that big "A" on his head either (or the visible ears for that matter), and I've always thought Bucky would look better as a girl (and the same goes for Robin). The kind of stories our favorite "Sentinel of Liberty" was forced to endure before REBORN (not including #450-454) were, well, too generically "comic bookish." The patriot should be fighting off enemies of freedom everywhere, but it's hard to take a lot of his situations seriously. In my opinion (and that of many other fans new and old), issues #1-5 were works of art! Never in a million years did I expect that from Liefeld! A realistic but not stereotypical Falcon, a top-secret and slightly underhanded Nick Fury, a light and lively Bucky, and finally a true patriot, not afraid to put a president in his place but still fighting hard for a country he believes in despite anything its people have done in the past, Captain America! Admittedly, leaving him to Liefeld for long would have backfired eventually (issue #6), but the direction you have him in now is leading to the same old fight against the ridiculously silly enemies of democracy routine.

Make Marvel Mine!
BRANDechh@aol.com

The one thing about Heroes Reborn was that it really wasn't for everybody. Some people really accepted the whole concept quite readily and with a fresh eye. Others, for one reason or another, couldn't be bothered with the books. I think that given the chance, at least

one out of the four books would have something that would have appealed to anyone out there. Although I found something to like in all the books, my favorite is the FANTASTIC FOUR.

Hi Tim,

I just got back from the comic shop like I do every Wednesday for the past 30 some years. I'd like to know how many copies have to be sold in order to stay afloat. In Marvel VISION, you told Matt McIntyre that 37,000-40,000 is a book that is close to being cancelled. Are the same numbers still true today or what???

Why is it that Marvel is the only comic publisher NOT TO acknowledge the creative team on the cover of its book???

I also wanted to share my thoughts on the Minus One issues. I did not care for any of the titles released thus far. As for the color and printing Marvel decided that they would roll back to the older style of coloring. No computer coloring, just back to the basics. It seems to me they should've Flash-backed the price since Marvel saved money on using the old style of coloring. When will we see this company being run properly and being FAIR to the consumer?

By the way I love this mag, it's always first on my "must read" list and will continue if you keep the quality up. Till next month.

Dave Pfeil
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DnDCOMIC

Those were sales figures of olden times but they are not far off from what Marvel has determined to be valid numbers to say that a book just isn't making it in today's market. Although there are "numbers" that are given as a criteria for cancellation, sometimes it is in Marvel's best interest to keep on publishing a book that might be on the brink. GHOST RIDER has been on that ledge for awhile. But with a new editorial team and a definitive plan for the book the chance must be taken.

Marvel will begin putting creators' credits on the covers beginning with June shipping books.

Sorry that the FLASHBACK issues weren't to your liking, Dave. I read the SENSATIONAL issue and thought it was just that. As for the prices, while I undestand your point, Marvel did not "roll back" the rates that we paid to the people who worked on the books to a '60s rate. Had we lowered the price to such an extreme and paid our creators their current rates, you'd never have seen these books at all.

Tim,

I have been meaning to write about this for awhile. It is the biggest continuity flub in Marvel.

Back in X-Men #25 (the issue where Logan lost his adamantium) Magneto unleashed a huge electromagnetic pulse. It wiped over the Earth, knocking out all sorts of equipment. One piece of equipment was the showers at Four Freedoms Plaza. There was a page with the Thing coming out of the shower complaining. His face was unscarred. At the bottom of the page was a notation stating that the issue took place before FF. #374. But Logan had adamantium in that issue!

My explanation is this: since it was Doctor Strange who brought Logan to Four Freedoms, he knew that Logan was in a weakened state at the time. He merely took a step back in time and got Wolvie from prior to issue 25 of X-Men.

So, do I get a No-Prize?

Make mine Marvel
Philip Weiss
SwisssArmy@aol.com

Well, how's that for a continuity conscious reader. I'll be checking with Mr. Bob Harras to get his verdict on this one. If Philip indeed is the proud recipient of a No-Prize, he'll be the first to know.

Dear Tim,

I really must echo the sentiments of one of your letter writers, Adam Savage, who wrote in Marvel Vision #16. I'm really enjoying your collected books, specially the ESSENTIAL series. I've got the X-MEN book and I sincerely hope that you would reprint everything up until the Jim Lee era. I also concur with Adam that you ought to do an ESSENTIAL DAREDEVIL featuring all of Frank Miller's stuff. However, the first and foremost book that I REALLY want to see is an ESSENTIAL THOR that reprints every WALT SIMONSON issue. It was probably one of the greatest Marvel tales ever produced. The power that emanated from those issues hit me right in the face every time I turned the page.

Elektra has also gotten quite popular quite recently as evident by her solo book and the numerous reprints I've seen, the MEGAZINES, and the ELEKTRA LIVES AGAIN graphic novel. Well, since you all seem to be Elektra crazy, why don't you just go ahead and reprint one of the Best Elektra stories ever, the ELEKTRA ASSASSIN mini-series by Frank Miller and Bill Sienkiewicz? It is one of the best stories Frank Miller has ever written, for any company. It's a story that takes so many twists and turns and so unpredictable that you will NOT know how it will end until the very last page.

And well, what's WRONG with reprinting too much? These accusations and criticisms come from the collectors and the speculators who want their comics to go up in value. Collectors want to keep things rare and speculators want to make lots of money. These are the very same people, some of my former friends included, that refuse to let their comics be held
or be seen by anyone else, and who would rather lose friends than lose their comics. What about the READERS? What about those people who don't freaking care if there's one damn lousy crease on the spine just as long a they could READ the darn thing? These people want to deprive people likeme from enjoying those comics classics that have long gone out of print. They don't want other people like me to enjoy what they already own and I'll be walking over their dead bodies first before they even think of lending me theirs.

So, go on and reprint those suckers! My requests:

1. An ESSENTIAL NEW MUTANTS from issue #1 up until the end of Chris Claremont's run.

2. ESSENTIAL FANTASTIC FOUR featuring all of JOHN BYRNE'S run.

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I love the ESSENTIAL books. When the X-Men issue came out I read those issues all over again. I've got the originals and I've read those countless times but when I got those "new" reprints, I dove in. I think that there is nothing wrong with reprints. It gives the true Marvel fan an inexpensive way to catch up on history. A subject that seems to be very important to today's Marvel fan. My first exposure to old FFs were in reprint books.

Dear Tim,

I sure enjoy Marvel VISION.

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But one suggestion: when you interview artists and writers, would you please include a photo or two?

I'm an old fan of Marvel, having started reading as a kid in the 60s. Recently I got hooked again by the Spidey Revelations end-of-the-clone saga.

I just picked up a few of the Flashback issues today, and I am jazzed. Why don't you create a new monthly title, Marvel Flashback? Each issue could feature a different Marvel character (or rotating characters) in stories that reflect the Silver Age in terms of art, story, and production values? You could use rotating creative teams, depending on which character(s) were featured. Or use the same team . Or get Stan to write them!

Peter Wallace
cephas@avana.net

I'd like to have pictures of all the interview subjects we profile but quite frankly some of them are a little shy. Others are just really hairy. Just kidding. It's really a decision of some of our subjects not to send a photo. Though some, like Unsung Hero Al Milgrom, sent in a doodle of himself for issue #20.

Marvel Vision,

While I was on holiday in Malaysia last year, I was reading through the newspaper when I saw a Spider-Man comic in the comics section. The comic was by Buscema and Lieber and I was wondering whether these stories are reprints or are they new?

Seeing that you guys have removed the order forms from the back of your magazine, I was wondering whether you could still include the prices of the comics next to them in the guides. This would help me greatly in seeing which comics I would like to purchase.
Thank you.

Your sincerely,
Kenny Lam
Melbourne, Australia

The book you had was probably a reprint of the American newsstrips. Look for the prices to be included in this issue's comics guide.

Dear Tim,

I was wondering if I could make a request? Can MARVEL please, please, please, turn Peter David's epic tale "Q-SQUARED" into a comic book? Since you are editing the STAR TREK books I thought I would make this appeal directly to you. Well, at least think about it. I was also wondering if Mark Waid does return to CAPTAIN AMERICA, will he still remain on KA-ZAR? After all he seems to be writing everything worth buying on the market these days. Great job on VISION and I'll catch ya next issue.

epatton@utkux.utcc.utk.edu
Edward Douglas Patton

We don't have plans to adapt any of the Trek novels but that doesn't mean that you won't be seeing those two trouble makes in the comics.

WARNING-GRATUITOUS PLUG

Coming in STAR TREK: UNLIMITED #7 Q and Trelane fight it out to see who the best Captain is: Picard or Kirk. The story is done and the pages are in. Look for it in November.

Yes, Mark Waid is staying on KA-ZAR and for your further info, CAP will be edited by none other than KA-ZAR editor Matt Idelson.

Dear Tim,

First let me congratulate you (and Marvel) for really producing such an excellent magazine.

I originally started buying MV because of the comic listings in the back (and it always had those cool covers). I thought I'd just buy a couple of issues and see what it would be like. What a surprise, it was better than I could have hoped for. After about the first six issues I made a permanent order for it and have bought every issue since.

My favorite features are: The Daily Bugle, Beast Files, Marvel Chronicles and Origin of the Species. The layout has greatly improved; some of those early articles & interviews were really hard to read.

I have some questions:
1) Whatever happened to Moon Knight? I have some old comics of his and as far as I know he's still alive. Any chance of him turning up again somewhere? (Heroes for Hire maybe).
2) Why did Spider-Woman II have the same costume as when Spidey had the symbiote? Who had this design first?
3) Any chance of seeing a Moon Knight Time Slip?
4) What's the deal with Spider-Man team-up, why is it going monthly and (I'm assuming) there's a new price?
5) Was there a Time Slip in issue #9? (This is the only issue I have missed).

Jonny Sorensen
13 Kipling St, Christchurch,
New Zealand

Thanks for the compliments, Jonny. Origin of the Species is in a neck and neck race with Beast Files as the most popular VISION feature. Maybe we'll have a survey to see which one comes out on top.

Now on to your questions.

1) Moon Knight will be returning in an all-new limited series, written by long-time Moonknight scribe Doug Moench with art by Time Slip contributor Tommy Lee Edwards. I'm really looking forward to this!

2) Spider-Woman II had the same costume design because it was cool. Spidey didn't have a copyright or a cease and desist order on not being able to use the costume; so she used it. And for the record, Spider-Man had it first.

3) You never know.

4) It's going monthly because it's a good book that the fans want more of.

5) The Time Slip in issue #9 was Nick Fury drawn by John K. Snyder III.

Hey Tim,
I've been a Moon Knight fan since I bought my first comic book, Moon Knight # 8 way back in '81. I recently read on the Marvel AOL site that he was going to return in a limited series this October. I was just wondering who the creative team would be, or if there was any other information you could pass on. (Werewolf appearance?) How about Garth Ennis and Joe Madureira. A response would be greatly appreciated.

Bryan S.
CIDOX@aol.com

See previous letter, Bryan.

Dear Tim,

I first want to say how much I enjoy Vision each month and how much it has added to my comic book reading and collecting experience. Keep up the great work and I will continue to enjoy it!

This is something I wish to get off my chest. This is in no way a criticism, but as an avid comic fan I have thought that if something was to come about this, this might be the perfect medium to start with.

I am a 34-year-old female. I have been reading and collecting comics for many years (most particularly those from Marvel). Now I know that the average target audience for comics, especially the superhero genre, is the adolescent male. I also know that drawing the female form in it's perfection (in most cases even more than mortal perfection) is probably more challenging and rewarding to the artists than something else. After all this is fantasy,

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and in our fantasies we want everything to be the way it most likely isn't.

Now, to get to my point. I have thought that introducing a character of less than perfect proportions into a mutant-hero book might be a way of garnering acceptance for those of us out here who are less than perfect. Especially since these comics are read by a great number of pre-adolescent and adolescent males, it may be a way to show them that in the real world people are more than just their looks.

I have read the X-titles for years and consider these characters to be friends (I care about their stories as a writer and reader, I know they are not real). I have always appreciated one of the messages or morals these books put forth, that just because someone is different or looks different does not mean there isn't a kind, decent person beneath that weird or frightening exterior. To me they teach acceptance and tolerance. However, other than one "bad" character, no matter how ugly, horrible or frightening a character is drawn, they are still always drawn thin or weight proportioned!

Comics and Science-Fiction literature, movies and T.V. (especially Gene Roddenberry, bless him) have been at the forefront of the "don't judge a book by its cover" adage. But, have you ever seen an overweight main character in anything but an evil or comic relief (read: clown-like) role? It is more likely that you will see an overweight male in a significant part or as a pivotal character than a female.

I feel this is a grievous injustice. I know many beautiful women (inside and out) who are overweight. Hollywood, however, is not likely to shed the idea of "thin is in" anytime soon. What would be the harm in introducing a large-size female character into a popular comic?

There are many characters in the titles I have read that would not shun someone because of their weight; they look to what is in their heart and soul. As for romantic linkups; Logan or Beast, to name two off the top of my head, would surely look past the outside to what lies within.

This is an idea that could break new ground. It is also something that could bring in a large, young female audience. Thanks to the media (television being about the worst), pre-adolescent and adolescent females see enough unreachable body-type expectations. Giving them a nice looking large-sized character who is placed in something other than a motherly or clown-like connotation may allow them someone they can identify with. Seeing her as part of a group with equal standing, real emotions and love interests would be a refreshing step away from what is most often placed before them now.

I know this letter may be in vain, but it is something that has been gnawing at me for awhile. As a teenager, when looks and acceptance are so all-important, I saw what the media was putting out and saw most of those around me trying so hard to become that ideal package (some of them by unhealthy even fatal means). If I had had even a character in a book who was proud of who and what she was and accepted for the qualities she had within her, I might have been happier to be me instead of feeling inadequate because I didn't physically measure up.

I know that this idea may never come to pass, but I hope I have given someone something to think about. Who knows, one day I just might open a favorite comic to find a young, pretty, overweight girl with mutant abilities hanging out with her newfound friends making eyes with the "animal" across the table.

A sincere fan,
Julie (Crymmsun@aol.com)

Thank you for a very thought-provoking letter, Julie. As I was trying to come up with an answer to this I had a real problem in finding fault with your statements. I remember in an issue of NEW MUTANTS when Xian Coy Mahn (Karma) was found after being missing for quite awhile, she was hugely obese. I remember thinking, "Boy, this is dumb. She has a little problem and eats her way into this?" John Byrne had a villainess in ALPHA FLIGHT called Pink Pearl who was overweight as well.

One of the few female characters who has, to me at least, always been presented as a "normal" person with extraordinary powers is Kitty Pryde. Maybe writers should take a look at her and realize that part of her enduring popularity is her normalcy.

Dear Insights,

First I want to say that you guys are doing great and keep up the good work. Second I want to make some remarks about the Spider-Man series after the Clone-saga. I feel like I'm watching a rerun of all the old Spider-Man stories. All of Spider-Man's old foes return from the Green Goblin to the Kangaroo and the Grizzly.

Don't the writers have any inspiration left? Don't take me wrong, Spider-Man was is and will stay my favorite comicbook character. But the return of so many old villains gives me the feeling that I've read it all before. Do you have any idea if that's going to change in the future??

Until they resurrect Ben!
Make mine Marvel!!

William Stoit
A. Westlandstraat 58
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I can't believe you're not digging all those old baddies coming back to make Peter's life miserable. It's a lot of fun seeing these guys come out of the woodwork to torment our hero. Don't think of it as having read it all before, think of it as a whole new start. Remember the Vulture and Doc Ock were villains of a long time ago.

Dear Tim,

A couple months back you said something about a Kubert Time Slip poster, and I was wondering when this might be in Marvel Vision. Anyway, great mag you guys have and I hope to see great things come out of it.

Justin Peterson
JMaN913@aol.com

I keep calling them and begging and pleading and offering up my first born, which I don't even have yet and I think they're weakening. Maybe in issue #24 we'll see it as an anniversary special.

Adam, Andy, Joe...

Dear editor:

Imagine, if you will, a line of Marvel comics (which used to be my favorite until a few years ago), a line or imprint comprised of Dr. Strange, Wolverine, the Punisher, Moon Knight, the Hulk and Daredevil and others of that vein. Nothing extraordinary there, right? After all, it's been done or is being done. And I believe some kind of new imprint featuring key Marvel characters is now in the works...

But wipe away your preconceptions. Approach them with a different point of view, a slightly twisted, more realistic viewpoint. You might think of it as Marvel, "Vertigo-style" and perhaps resurrect

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(Norman Davis)

the Epic Comics mantle.

It would be a line of Marvel comics with attitude, with bite. Think about the potential stories! How about the good Dr. Strange written by Neil Gaiman and drawn by Kelly Jones or some other illustrator with a moody and mature look. Or what about Garth Ennis and Steve Dillon, the PREACHER team, doing Logan? Wolverine really isn't meant to be in a Code-approved book. By cutting him loose in a mature-readers-only book, we could thrill to the Wolvie we were always meant to see. Or how about books like the Punisher and Moon Knight done for more discriminating tastes? Think Grant Morrison on the Hulk, or someone like James Robinson on Daredevil.

What's important here is the writers, not really the artists—which is the most important aspect of DC's Vertigo line. And all these cerebral books could come wrapped in beautiful covers by the likes of Glenn Fabry, Dave McKean, Alex Ross and Bill Sienkiewicz. What more could anyone ask for?

I'm surprised Marvel hasn't done something like this before. The fact is that Vertigo is very well done, and DC has the market cornered on mature books. I would think Marvel would want to challenge the competition and try to beat it at its own game. For the most part, I think Marvel's characters themselves are superior to most of DC's, but they've certainly got you beat when it comes to intellectual, thought-provoking stories. Marvel is in a creative slump, and we all know that you know DC is kicking your pants off in creativity. More sales doesn't mean better books. Please comment.

Sincerely,
Cory Kleinschmidt
coryk@trib.net

I was always intrigued with the idea of doing a "Vertigo" type take on some of our characters. It was nearly achieved with the amazing "MELTDOWN" painted bookshelf series of the '80s which was written by Louise and Walt Simonson and painted by Kent Williams and Jon J. Muth. The trouble with that is that our characters were not created to be Vertigo characters. Dr. Strange might pull it off but the others aren't in that spirit, pardon the pun. The Vertigo caharcters with the exception of Swamp Thing were created to be Vertigo characters. Even SHADE the CHANGING MAN was nowhere near what he was originally conceived as. Would the majority of fans want to see these characters so drastically altered? I'm not sure. Send in more letters on this subject.

Dear Vision,

I know what happened to the Heroes of The Marvel Universe! The Heroes Reborn Universe is inside Franklin Richards's blue ball. It all works out perfectly! In ONSLAUGHT: MARVEL UNIVERSE on the 4th last page we see Xavier comforting little Franklin. We also see his blue ball which just appeared out of nowhere right after Onslaught had exploded. This blue ball is the focal point of the last four panels on that page. Then on the last page we see the Watcher giving his final words and we also see Franklin and his blue ball. Writers at Marvel are already saying that the return of the heroes has something to do with Franklin. And I bet the blue ball has something to do with it also. Just my theory, hope you liked it.

evers@vianet.on.ca
Ryan Evers
Ontario, Canada

What blue ball? I didn't see a blue ball. Julio, did you see a blue ball ? Nope, he didn't see one either.

Tim,

I'm very excited about the new titles you guys are releasing this summer. So far, THUNDERBOLTS, KA-ZAR, and HEROES FOR HIRE look excellent and have a lot of potential. ALPHA FLIGHT should be red hot if handled correctly, and hopefully somewhere in the future there will be a New Warriors relaunch as well. Marvel seems to be turning the corner as far as their financial troubles are concerned and I'm glad to see a renewed commitment to quality over quantity.

b.hamilton@cms.k12.nc.us
(Brian Hamilton)

In issue #19 I wrote how excited I was about Alpha's return and after having read a preview black & white copy of the first issue, all I can say is "Show me the color!" It was a great read from Steve Seagle and artists Scott Clark and Chris Carlson.

Dear VISION.

I am going to make this short. I think that his magazine is great
and very useful to someone collecting Marvel comics. I have just a few comments. First, why not do reviews of the comics more than 3 lines long or pick one book for review each month. Second, why not use a small 2-5 page section for an ongoing story about anything in the Marvel Universe.

From a devoted Marvel fan.
CURRANA@epjh.ednet.ns.ca
Andrew Curran

P.S. Send my regards to the staff of CABLE. I have every issue plus the Askani'son books

Thanks for the letter and interesting questions, Andrew. The reason VISION prints short descriptions of all of the books coming out is so we can reach all the fans out there. You can never be sure what one fan will like and what another one won't. This way we cover all of our bases.

The idea of an ongoing serial story in VISION was presented way back in plans before the book was even printed. But the best creative talent out there is already tied up with their own monthly deadlines so the plan was shelved. But you never know when something unexpected might show up.

Consider your message to the staff of CABLE sent.

Dear Insights,

VISION is a real good magazine not only for comic fans but for budding wannabe artists like myself.The interviews and insights into the artists serve as brilliant sources of information and inspiration. I hope to be one day amongst the ranks of a creative team with Marvel and blow people's socks off with the ideas in my head. The teams you have at the moment are a real asset to themselves and provide me with great enjoyment every month. People are always ready to criticise and although there is a need for fan input I'm sure people don't try to put out a bad comic.

Marvel comes under great criticism from many but the main reason for that is simply because they are the best at what they do.

Anyway, one day I hope to be up there but until then keep doing a brilliant job there in Marvel. If you read this I would like to say how much I enjoy the work of Pop Mhan, Ariel Olivetti and Jeff Matsuda. Hope to see you and welcome aboard, Julio Soto.

TRIK.E.KIDD
arkham@vossnet.co.uk

Thanks for a great ending letter "TRIK." Maybe one day you will be a part of the Marvel family. Until then, keep reading.

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George Varani

Bryan Acker
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Thanks for e-mailing!

Write in to: Marvel VISION Insights c/o Marvel Comics 387 Park Avenue South New York NY 10016.
Or E-Mail to: TIMM2E@ aol.com
Addresses will be withheld at the writer's request.

CLOUD 9 INTERACTIVE & MARVEL COMICS PRESENTS
THE GRAND PRIZE WINNER (AGES 12-17) OF THE

HOW TO BE A MARVEL ARTIST CONTEST

DUY NGUYEN

AGE 12

From November to December of 1996, Marvel received pencil illustrations from some of the most talented amateur artists in the nation. All were competing for the coveted Grand Prize of Cloud 9's "How to Be A Marvel Artist" contest. A Grand Prize was awarded for each age group: 6-11, 12-17, and 18+ as well as 30 First Prizes which consisted of Cloud 9's "How to Draw the Marvel Way" CD-Rom. Duy Nguyen (age 12) of Alahambra, California is the Grand Prize winner of the 12-17 age group. His prize was to have his marvelous rendition of the X-Men printed in Marvel VISION. Well, here it is. Congratulations, Duy. The Grand Prize Winner of the 6-11 age group, Russ Dauterman, age 11, of Highland Heights, Ohio, can be seen on an upcoming trading card from Fleer/Skybox while the 18+ winner, Eric Wolfe Hanson, age 22, of Richmond, Virginia, will be commissioned to do an 8-page creative assignment within an upcoming Marvel comic title. Cloud 9 and Marvel would like to congratulate all of the winners on a job well done.

WHAT IF

Love is all you need?!

by Rob Piotrowski

Love is a wonderful thing. Everybody loves love. It puts a spring in your step and whisks the blues away. When you're in love, life is good. But WHAT IF. . . you were able to peek into the deepest corners of your true love's heart? WHAT IF. . . you were then forced to share that person's darkest secrets, know his every thought, and unlock his very soul? WHAT IF. . . your name was Rogue and you just realized that love wasn't exactly what you thought it'd be. Life, no doubt, would suddenly take a turn for the worse.

For years now, WHAT IF? has given fans a look at a very different kind of Marvel Universe where things don't always turn out as expected and even when they do, the consequences are, more often than not, earth-shattering. Recently, there was the time Peter Parker arachnomorphed into something much deadlier than a wall- crawling crime fighter after a fateful spider bite, and who could forget the moment Jubilee's heart stood still as she witnessed the brutal deaths of her fellow X-Men at the hands of the savage Sabretooth, not to mention the shocking outcome of young Quicksilver's rebellion against his heavy-handed father's disciplines?

Whether dark or all out action-packed, WHAT IF? has remained a consistent fan favorite because "readers are always wondering what things would be like had events taken a different turn," according to proud editor Kelly Corvese. And why is he elated, you may ask? Well, beside the fact that the book is getting some serious attention from today's market-savvy comic collectors, there's also a birthday celebration on the way complete with cake, party games, ice cream headaches and everything.

This June, WHAT IF? turns 100 issues old...er, young...duh, you get the idea. Not bad for a title without a regular cast of characters to lean on. Seeing as how it's a big deal and all, the creative team's pulling out all the stops on this one (we're talking just drop a brick on the accelerator and steer!). Shipping in July, the 48-page special will be co-plotted by Ivan Velez Jr. of GHOST RIDER fame (also responsible for ole Flamehead's appearance in WHAT IF? #95) and Klaus Janson (DAREDEVIL, PUNISHER, BATMAN/SPAWN).

"Because this was essentially a WHAT IF? story, we were given a lot more leeway in terms of character and story interpretation," reports Janson. Along with co-plotting, he will also be interpreting the dialogue and visuals for the project as scripter, penciler, and

inker. Think that's enough reason to celebrate? Then just wait 'til you see who's scheduled to appear inside the one hundredth installment of the WHAT IF? series! The guests of honor will include heartache, betrayal and intrigue. Your humble hosts for the big anniversary event will be everybody's favorite couple that never really was, Gambit and Rogue.

These star-crossed, would-be lovers have played out their parts perfectly over the past few years in what has arguably become the most tragic romance the Marvel Universe has known. And ever since their love affair came to a screeching halt following a fateful kiss (that saw Remy fall into a coma and let Rogue in on a little too much information from his past than she had bargained for), fans have been wondering WHAT IF...things had gone completely differently? Now they will be given the chance to find out.

"The Gambit of this universe is still a thief, but here he's being used as a thief of information by Mr. Sinister," claims Corvese. "Sinister has already collected most of the secrets in the Marvel Universe. Now, Gambit is the only one aware of the location of the last and greatest of these. At this point though, only Sinister realizes that should this secret leak out, it would jeopardize the existence of the entire Marvel Universe."

"This story will show fans how deep Remy's love for Rogue truly is as he becomes blinded by his affections for her." –Kelly Corvese

But, even in this dimension, there's no such thing as a free pile of cool secret stuff. "In exchange for acquiring the final piece of the puzzle for him, Sinister promises to give Gambit the ability to touch Rogue without the usual consequences of her absorbing his mind and his powers in the process," says Corvese. In other words, Remy and Rogue finally get a chance at a normal relationship (or do they?).

That's music to the ears of the ragin' Cajun, not to mention the hordes of fans who have had their heartstrings in a knot since the day Rogue and Gambit shared their first panel together. But before you go ringing those wedding bells like some deformed medieval vagabond, consider the fact that perhaps these two characters would be followed by hardship no matter what universe they fall in love in. "I think to some degree this story is definitely what might have happened between Rogue and Remy had things gone another way," says writer/artist Klaus Janson, "but it will not be the final answer to their problems."

It will, however, answer many of the questions fans may have about these two characters and their feelings for one another, as well as some of the possible secrets behind the entire Marvel Universe. According to Corvese, "This story will, by far, be the biggest stretch of the original WHAT IF? series that's ever been done. With issue #100, we've taken the basic concept of the WHAT IF? books, and pushed it to the Nth degree." That's saying a lot considering the fact that every issue of this series has a reputation for beginning and ending on a twisted note. But apparently, readers haven't seen anything yet. "This ending in particular is so much fun and so unexpected that it's really worth the read."

Janson concurs, adding that "to some extent, a lot of the work in comics is very predictable today. I think that readers are much more sophisticated these days, and I hope they'll take the story and specifically the conclusion in the vein that it's meant to be. Regardless, it will definitely be a surprise. Guaranteed!"

As if that wasn't enough, WHAT IF? #100 will also feature a handful of spoofs including an off-the-wall backup story featuring the Fantastic Four penciled by Rurik Tyler (and written by me! But since I also wrote this article, I wasn't sure if mentioning myself was cool.).
(Ed. Note- I let my writers get away with murder.)

Take our word for it, Visionaries, you'll love it!

"Bless Me Father"

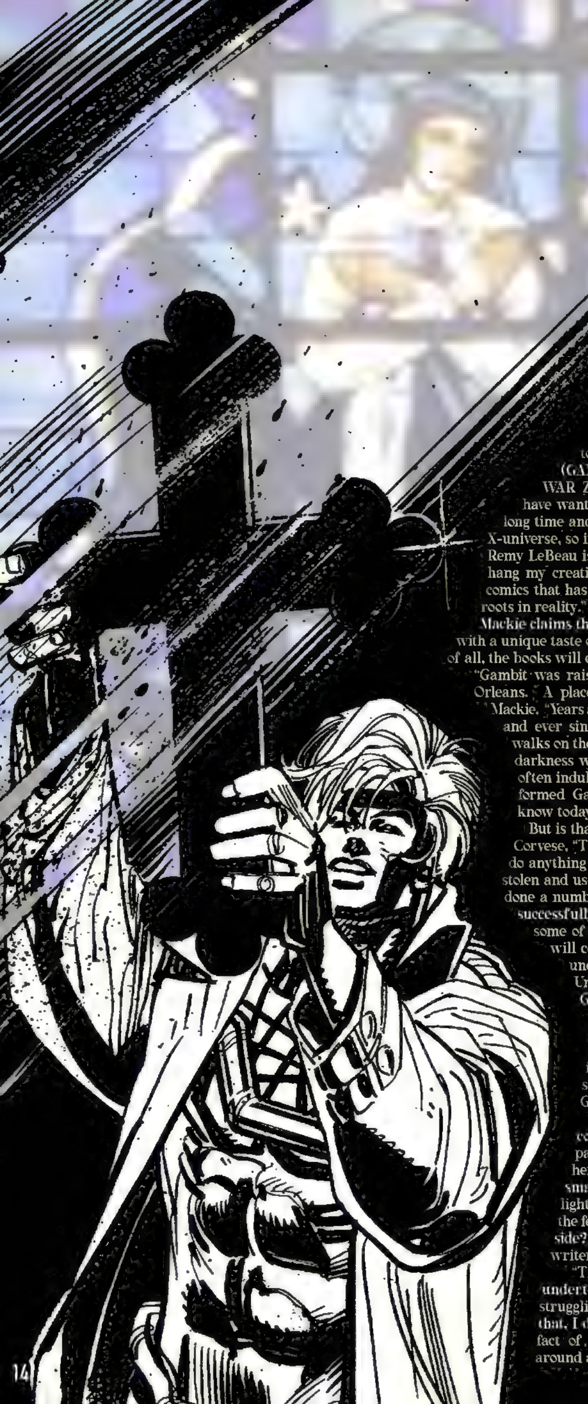
Remy LeBeau: Lover. Hero. Sinner.

by Robert Piotrowski

What better way for a thief to make an entrance than by stealing the spotlight? That's exactly what one of the greatest cut-throats in the Marvel Universe did the moment he first appeared in the pages of UNCANNY X-MEN #266. After rescuing a young Ororo Munro, the X-Men's Storm, from the hands of the Shadow King, Remy LeBeau went on to steal the hearts of practically every X-fan in existence, and then some. His personal charm and unique mutant abilities—which allow him to charge virtually any inanimate object he touches with kinetic energy and cause it to explode on contact—were like nothing comic fans had ever seen. Before long, the ragin' Cajun was even giving the bad-tempered slicin' and dicin' ol' Canucklehead a run for his money as most popular X-guy. Legend has it that this debate still continues among various underground fan-boy circles today.

Regardless, one thing is certain. Gambit has few equals on the field of battle as well as in matters of the heart. Wherever he goes, women swoon and foes fall dead silent in their tracks. His irresistible charms were even enough to win him the hand of fellow X-Man Rogue, the loveliest and toughest southern belle this side of Genosha. After their relationship fell apart, readers still couldn't get enough. They wanted more insight into Remy's mysterious ways, more gossip about his tragic past, and most of all, more Gambit! More Gambit! More Gambit! Apparently, fans weren't the only ones.

"I've been playing around with ideas for another Gambit story for a while now," explains writer Howard Mackie (GAMBIT LIMITED SERIES I, X-FACTOR, PETER PARKER SPIDER-MAN) when asked about his newest GAMBIT project, the second four-issue limited series featuring the X-Men's wildcard. "I think he's popular because he's not a typical character in any way, shape, or form. You can't fit him into any mold. Is he absolutely a hero? No. Is he a villain? No. Yet all the while you get the



sense that he's a real person. There's so much to his character. He's a romantic but a kick-butt action hero at the same time. He's very different and he walks a very thin line."

Lending his penciling and inking talents to the series will be artist Klaus Janson (GAMBIT I, DAREDEVIL, PUNISHER, PUNISHER WAR ZONE, BATMAN/SPAWN). "Howard and I have wanted to work on a project together for a very long time and this will be my debut as a penciler in the X-universe, so it's exciting," says Janson. "The character of Remy LeBeau is made up of the kind of stuff I can really hang my creative hat on. He's one of the few heroes in comics that has ties to the fantastic while still keeping his roots in reality."

Mackie claims the series will provide new and old fans alike with a unique taste of Remy as lover, hero, and sinner. But most of all, the books will center around the man himself.

"Gambit was raised in the intensely religious city of New Orleans. A place filled with saints and sinners," reports Mackie. "Years ago, he fell away from his religious upbringing and ever since, he's been struggling to find out if he walks on the side of the saints or the sinners. There is a darkness within Remy which must be fed and he has often indulged. A darkness the presence of which has formed Gambit into the man which we've come to know today."

But is that the real Remy? According to Editor Kelly Corvese, "The real Gambit is the type of person that'll do anything to get by. He'll steal whatever needs to be stolen and use any means necessary. As a result, he has done a number of things that heroes do not do and has successfully kept them a secret. Within this series, some of those things will be revealed, and readers will come away with the feeling that they finally understand why other characters in the Marvel Universe don't trust this man. Of course, Gambit will still be a very likable character throughout this story and maybe even a touch easier to relate to. This series will show him to be a flawed, imperfect individual like the rest of us. But after this series, readers will begin questioning Gambit's loyalty as a hero."

Mackie concurs: "In the past, Remy has committed many acts of which he is not particularly proud. Everything he does as a hero and an X-Man is his attempt to take some small step out of that darkness and into the light where he hopes to find redemption." Get the feeling this tale's a little on the piously minded side? Good, then you're playing right into the writer's storytelling hand.

"This series will be filled with religious undertones. And at the core will be Remy struggling with this inner darkness. Having said that, I don't think Gambit is evil in any way. The fact of the matter is that this man is carrying around a lot of guilt for the things he's done."

Sounds like more fun than a handful of highwaymen locked in a bank vault with no one to steal from but themselves. But where does the Thieves' Guild come in? And Bella Donna, the wife Remy abandoned when he went off in search of himself? How's all of that ragin' Cajun baggage going to fit into inner rediscovery and religious soul searching? Simple. It's not.

"There will be no New Orleans in this series," reports Mackie. "No Thieves' or Assassins' Guild, no hordes of ninja-like aggressors, and no lost loves. This is a story which primarily will be looking into Gambit. What I really want to do with this series is show that Gambit had a life full of experiences far beyond those already seen. To that end, this story will run from Miami to Rome and the Vatican. If Remy's life is a journey, New Orleans and the Guilds represent the very beginning and the X-Men are a big part of the present; the focus of this series will be the future of his endeavors." The premise of the series involves Gambit helping a new friend return home while fending off a major foe, a real heavy hitter with alleged ties to the Miami underground although his true persona is much more horrific. (In other words, they made us promise not to tell, but let's just say it'll be a cold day in h—e—double hockey sticks before Remy will be able to pull the wool over this bad-boy's eyes!) The main thing is he's new, he's tough, and he's mean. Big time.

The inherent ultra evil nature of the series' blackguard proved quite a challenge for artist Klaus Janson. "Without giving too much away, I portrayed the darkness of the villain in this series through character visualization. Since he's supposed to be an incredibly evil individual, I tended to make him more visually appealing rather than repulsive just to get away from the obvious."

As he's battling this maliciously minded combatant, both physically and spiritually, Gambit will attempt to find his own retribution for past mistakes. Not an easy task for the man readers now know has some ties to the villainous Mr. Sinister.

So let's see . . . inner struggle, life-threatening danger, and a vile villain we can't mention. Hey, just a pocket-pickin' minute! That can't be all! Why, it just wouldn't be proper to do a Gambit story without at least a taste of heart-wrenching mush! Romance even! Luckily, this creative team couldn't agree more. But it's not what most fans might be expecting. "Rogue is not in this story," states Mackie. "In issue #1, a new female character will be introduced with whom Remy will become majorly involved with romantically." For those of you who think you've got it all figured out, it's not the new friend mentioned earlier as a matter of fact, but a totally new never-before-seen seductress. And if you're itchin' to see if this will turn out to be Remy's one true love—well, you'll just have to read GAMBIT since they wouldn't tell us about any of that either.

So what's a reader to gain from this series besides finding out what all the secrecy's about? Consider the fact that even if, after all of this, Gambit comfortably settles back into his X-Man role, "readers will know how different he is from the rest of his teammates," according to Corvese. "They'll have insight into the nature of this man that even his closest friends don't have."

That said and done, Corvese and Mackie are keeping the rest well hidden within their secret strongholds (actually one of the filing cabinets in the hall—man, those little locks just don't give as easily as they used to!). But you can bet your official big-boy finger printing kit that the actual series will reveal much, much more. Question is, could that be a problem for a character whose mysterious ways are one of the key points of interest for many fans? As far as Howard Mackie is concerned, "Absolutely not! To me, a series that explores the inner workings of a character only adds to the mystery and intrigue in many ways. That's what makes it fun! Also, there are still many layers to Remy LeBeau left to discover."

In addition, Howard assures readers that just as he is confident that this series will be a memorable experience for them, it too marks a milestone in his professional career. "This is the most exciting thing I've attempted to write. Ever. It's not only a different type of X-Men story but it's certainly nothing like I've done before. It's been quite an experience for me as a writer and I'm sure readers will equally find something to take away from this series."

Not surprising, his excitement is contagious. "The subtext and caliber of this story are really something," admits Janson. "As a result, I feel like my options for visual expression have really increased for this series."

So keep your eyes peeled, fellow footpads. GAMBIT breaks into comic book shops in July. And for less than the price of a half decent crowbar, it promises to be a real steal!

Weather
Hazy,hot and humid. Highs near 85. Tonight mostly cloudy, with a chance of a thunder storm, lows in the upper 70's.

DAILY BUGLE®

IN THIS ISSUE
Rogue shares her workout secret to shed those picnic inches.
Page B1

July 10, 1997 New York's Finest Daily Newspaper Fifty Cents

THEFT OF OCTOPUS'S GRAVE LEAVES POLICE MYSTIFIED

Photo By Chuck Giambalvo

Matt Hicksville -BUGLE

Death is absolute, except perhaps where the super-powered community of New York is concerned. Time and again seemingly dead heroes and villains alike have returned from the mysterious "other side" we call death, some by miraculous escape, others through strange and somewhat magical circumstances. There are even those folks in New York who believe that the fallen heroes of the Onslaught crisis are still alive and awaiting their return to this realm. Heady stuff indeed.

In a bizarre and inexplicable event yesterday, grave robbers looted the apparently final resting place of Otto Octavius, the villain better known to most New Yorkers as Dr. Octopus. Octavius, who died at the hands of the mysterious Kaine several months ago, was laid to rest in a plot at the Cypress Hills Cemetery. And so it seemed his mad private war with the vigilante Spider-Man had at last come to an end after many memorable battles that spanned the country.

All that changed when a group of four unidentified men unearthed Octavius' coffin and removed it from the cemetery. Two employees of the cemetery who asked that their names not be given witnessed the event. They described the looters as "ninjas" and expressed shock that the grave robbers would have pulled their heist in broad daylight. Said one of the workers, "Apparently, they didn't give a hoot who saw them. I guess they were that confident. Of course, if I were a ninja, I'd be confident, too!"

Although police arrived on the scene shortly after the theft, they were too late to track down the perpetrators. Said Sergeant Mason White, "I can tell no lies, but I tell you, I can't imagine how four guys dressed in bathrobes carrying a coffin of all things could so totally disappear in broad daylight! It's nuts!" As of press time, there were no further details available.

—CONTINUED IN AMAZING SPIDER-MAN #42

MASSIVE MOB HIT MAY SIGNAL RETURN OF TYPHOID MARY

St. Bernard Clang -AP

Responding to reports of gunfire and screams at a supposedly abandoned warehouse in the Chinatown district, police discovered the bodies of approximately fifty reputed mobsters. The bodies, most of which had been dead only minutes, exhibited signs of being handled by a professional assassin, an observation police on the scene were reluctant to discuss.

Eyewitness reports placed Daredevil at the scene as police were arriving, and there were scattered accounts that the mysterious vigilante had been on the trail of his old nemesis, Typhoid Mary, earlier in the day. Mary, a certified psychopath, rose to power through the ranks of the Kingpin's assassin corps before being defeated and sent to the Ravencroft psychiatric hospital. She was later transferred to the Gutman Institute of Mental Excellence on Long Island from which she was reported to have escaped with the aid of Deadpool, a mercenary for hire.

Interestingly, many of the eyewitness accounts placed Daredevil and Deadpool working side-by-side during the investigation of the murder of Judge Nathaniel Barnes. While there are no early leads in Judge Barnes's death, the Daily Bugle has learned that Barnes was the judge responsible for sentencing Mary to the Gutman Institute after she was admitted several months ago by an unidentified sponsor.

Police have refused to comment on whether they think Typhoid Mary is involved with the mob hits, though they cautioned that until she is captured and returned to the Gutman Institute, she presents a very serious threat to the public safety.

—CONTINUED IN DAREDEVIL/DEADPOOL '97

THE BUGLE *ON THE GO!*

Turn to page A-2 for the most up to date information on local road construction and traffic hotspots.

J.Jonah Jameson

SPIDER-MAN LOSES HIS NERVE!

It was a day of wonder and excitement in New York when the nefarious outlaw-vigilante known as Spider-Man apparently showed his true colors yesterday. As dozens of witnesses looked upwards from the street, Spider-Man was stuck to the side of a midtown building in his usual way except for one crucial difference: he was a nervous wreck! The so-called hero was at last showing his true colors, and they were various shades of yellow.

Spider-Man was reported to have been hanging over the street for some twenty minutes before we arrived on the scene, and he remained there for about an hour more before stumbling off into the night. During that time, he remained motionless, except for his head, which bobbed and weaved erratically. A pair of police officers were dispatched to the roof of the building to investigate. They reported that Spider-Man seemed terrified and uncertain, as if it were just hitting him exactly how high up he was. (Of course, any normal person wouldn't be up there in the first place, but that is another story entirely.) Lieutenant Michael Smith was the officer in charge of establishing a dialogue with Spider-Man. He told reporters afterwards that his efforts were far from successful. "Spidey seemed almost drugged and very, very nervous. I think he thought if he moved, he'd fall to his death. He seemed totally unlike himself." Smith later amended his statement, saying that he never managed to establish a firm dialogue with the outlaw. When I asked him why he didn't arrest Spider-Man before he harmed anyone with his insanity, Smith countered that Spider-Man hadn't done anything wrong, and that the police were simply sent there to investigate a report of a man hanging off the side of a building. Clearly, the police department's reticence to capture Spider-Man is a still-developing story.

There were reports that Spider-Man had been battling a wanted scientist named Michael Morbius whom certain tabloids claim turned himself into a living vampire through his scientific research. It is unknown how that battle concluded, though it is important to note that Morbius was nowhere to be seen. It is highly possible that Morbius and Spider-Man were not fighting, but were actually engaging in some kind of exchange, and that perhaps Spider-Man had been attempting to have his powers increased by Dr. Morbius. If that is indeed the case, it would go a long way towards explaining Spider-Man's more-erratic-than-usual behavior yesterday. It also raises the specter that Spider-Man was planning to increase his outlaw activities in some way.

—CONTINUED IN PETER PARKER, SPIDER-MAN #8

Master the Critical Edge for some incredibly devastating combo's.
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PlayStation
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MARVEL™ ONLINE

Happy birthday, Marvel Online! We just wish you would hurry up and blow out the candles; getting this wax out of the keyboard is going to be murder! It was just one short year ago that Marvel decided we weren't content with merely being the kings of the comic book industry; we needed new territory to conquer and fresh minds to capture the magic of the Marvel Universe. So Marvel entered the computer age and a short time later we became the masters of the online comic community. Marvel won the Member's Choice Award ranking us among the top 50 sites on America Online, further proof of the entertainment juggernaut that we are. That award was no small feat to win! Someone at America Online compiles data on which site has the most repeat visits from members and for just how long each member remains in the area. The data is then averaged out and voila, we have the Member's Choice Awards. All because of people like you, the vast masses that visit the site on a daily basis, enjoying the wide range of cool stuff to do, see, and buy. Just remember, once you get in you won't get out!

"In a word – delighted!" was John Cerilli's (Marvel Online Editor) reaction to the award. It was a great way of recognizing how much work was put into the site. We here at Marvel are committed to bringing you the greatest entertainment for your online minute. We have CyberComics, a first anywhere, and

Happy Birthday Marvel Online

other interactive activities like the Threaded Web, which gives you a chance to act like a Marvel pro. There is always something new and exciting on our site.

When John was asked how it felt to be a year old he said, "It feels great to have a year under our belts; we're learning every day and we're cranky!" After burping him and giving him a bottle he felt much better, but there is no way we're going to change him! As for the future of Marvel Online we backed John into the corner and coaxed an answer out of him by holding Mr. Boo Boo Bear hostage. "How about a dab of content, more content and maybe some more content to keep things fresh." A tad vague, no? We then approached John with more drastic measures, but before we could get any more information from him he bit us, took his teddy and ran. You would never believe a grown man could move so fast crawling around like that. Never fear though,

we were assured that a ton of new stuff will premiere on the site each and every week, so keep checking it out.

Now don't let us fool you, we always knew we'd rule the cyber world! Our characters have so much, well, character that their translation to the cyber medium was inevitable. Once you get to experience a CyberComic you never go back to the regular kind. Well, okay, you go back to the regular ones but watching Wolverine really pop his claws is an amazing sight. Speaking of amazing, Spider-Man's CyberComic is still going strong. There's nothing like seeing your favorite wall-crawler swing across the city. Just where do those webs attach anyway? Never mind! Maybe later we can tie down Ralph Macchio, Spider-Man editor, and get him to answer that one!

"The most important thing to remember about America Online and the Marvel site," according to Paul Kallis, Senior Vice President of Online Entertainment, "is that it's a fantastic way to meet people." Not only do the converted come a-rapping at our cyber-door but so do the curiosity-seekers. The Marvel community no longer consists of comic fiends and fanboys, but of millions of people around the world. All you need is a modem, 16 megs of RAM a computer and suddenly you can talk to the world. Paul feels that "we've always had a tight relationship with our fans. This site brings us even closer and makes us more accessible to them." He is so right. You can catch any member of the editorial staff or members of the freelance community hanging out in the chat rooms. We have creators like Gen X's Chris Bachalo, "Jazzy" John Romita Sr. and editors like Matt (Deadpool) Idelson and Mark (Cable and X-Force) Powers .

Thankfully the site isn't too tough to maintain. We just need to stay on top of everything. "It's like a race car," according to John. "In order to keep it running in tip-top shape you need a solid pit crew." The incredible people of Marvel Online keep the site bug-free with people like John Cerilli, Suzanne Gaffney Beason, Dev Novack, and Rita Prospero. As we investigate the site further you'll get to know all of them. Oh, yeah, we can't forget the pit crew chief, Paul Kallis! He keeps all those people in line and makes sure their uniforms are spiffy and spot-free.

Now that you've read all about the Marvel site we bet you're curious as to what we have to offer. If you're like me, you're a techno-neophyte. In other words, you just don't have enough RAM (random amounts of money) to run America Online 3.0 on your trusty computer. Mr. Tuohy however has plenty of RAM so I'm off to his office to give you a non-interactive tour of the Marvel site on America Online. He has been gracious enough to allow me time in his office and on his account. What's that, Tim? I can't hear you through the door! Step up to the window so I can read your lips! ("White, when I find my extra office key you are a dead man! A dead man, you hear me?! DEAD! And if you touch my U.S.S. Enterprise-E™, I'm going to grab your head and. . .")

Well, we just couldn't print that! I never realized what a potty mouth Tim has. I guess I really should have cleared this with him first. . . oh well. It would appear that my time is severely limited, so let's begin! Our first stop will be Marvel's site itself. This is where Dev Novack makes sure the site looks cool. Immediately you see amazing graphics pop up and a ton of choices are but a click away. You can read the latest CyberComic, try your hand at Trivia, the Threaded Web or at drawing this month's Marvel character of choice. How 'bout we hit the CyberComic first and see if it's as amazing as John says it is.

At first glance it appears to be just a comic. However, it turns out to be an amazing mixture of good ol' fashioned comic book with a touch of animation. John was right, it's almost like being in the comic. Spider-Man swings from building to building, bullets really fly by and J.J.J.'s cigar really smokes! The only drawback is that it's only eight pages. But what if you've missed an issue, you say. Never fear! The Marvel site has a complete back list selection of back issues that costs about seven minutes per issue to download! Now most of you are probably wondering how this stuff is put together; I know I am.

This is where we meet the dynamic duo of Suzanne Gaffney Beason and Julio Soto. After pulling the plug on the power strip, they decide to tell me just how it is done. It starts the same way a regular comic book is produced. A writer submits a plot to the editor, Suzanne Gaffney Beason. Space and time are limited so the plots are done in a weekly, eight-page format. From here they go to a penciler who draws not only the basic art but also, according to Julio, the layers of animation as well. This includes smoke rising off of J.J.J.'s cigar and Spider-Man's many body positions as he swings across the city. Once the pencils are finished, they go to the writer for scripting and balloon placements. A balloon placement is the writer's indication of where and in what format a word balloon should appear.

The scripted pencils are then scanned into a computer (no inkers needed here) and colored on computer as well. Meanwhile, the magicians over at Comicraft create the computer lettering you read throughout the issue and eventually place the lettering on the original computer files. The final stop is Fagan, a strange troll of a boy, who lives in something called the stat room. He puts the lettering and coloring together into one image, creating a composite, and then it's off to the net for your viewing and downloading pleasure! Right now, not only is there a Spider-Man CyberComic but Wolverine has also just finished his first romp in the computer world. Even in cyberspace Wolvie is the best at what he does! There will be others real soon, so check it out. You definitely won't be disappointed!

The next stop is the Trivia room. This is where you can match wits with all the fanboys and fangirls of the world. Questions range from what Wolverine's name is to obscure ones like who was the first White Tiger. Who is the mightiest Marvel

fan? Who will prove to be the ruler of cyberspace? It definitely won't be me; some guy in England put me to shame in about three minutes. But I will have my revenge! Just not right now (whimper).

After my humiliating defeat in the Trivia room, I decided to try my hand at writing. The Threaded Web posts a story idea and you have to make the story idea work. The winner gets his or her story posted for all the world to read! If writing is not your best ability, try "Wanna Be in Comics?!" This allows you to draw the requested Marvel character and possibly become the next Joe Madureira; well, maybe not, but it's always nice to dream! Alas, once again I feel the cruel fist of defeat. My story was crushed by a five-year-old and my stick figure rendition of Venom was laughed right off the screen. Good thing I'm an assistant editor, huh? Is there no end to my torment? Still, I travel on to tell you of the other pleasures of the Marvel site.

If it's information you seek then you should listen to the Watcher or check out the Daily Bugle. According to Uatu, the Thunderbolts team is about to get a new member whether they like it or not. As for the Bugle, like its namesake in the Marvel Universe, it likes to report the gritty truth of what's really going on at Marvel, for

example, the article on the evil slave-driving editorial staff and. . . what, John? Okay. . . John just informed me through the glass that I should stop saying that. After all, he is responsible for the editorial content on the site and making this stuff up is going to get Paul really mad. I guess Mr. Boo Boo Bear will be taking an extra run through the spin cycle!

Next we move to the Message Boards. Here is where you get to post your gripes, suggestions and general comments. You can also leave messages to the editors. But, I'll skip that area for now. I don't think it would be proper for me to cry openly in public.

Did I forget to mention the chat rooms? This is where you really get to experience Marvel. This is where everyone, and I do mean everyone comes to talk. People all over the world are here and they're all fans. Some are a tad frightening, like that guy from England. I, myself, host a chat from time to time, but I'm low man on the totem pole when you can talk to people like Kurt Busiek, Joe Kelly, Adam Kubert, and the amazing Romitas!

Last but not least is the Marvel store. This is where Rita Prospero comes in. She makes sure there is a ton of cool stuff for every Marvel fan. You can get toys, comics, shirts, mugs, hats. . . need I go on? Not only can you order all this cool stuff, you also get to actually see it first. No blind ordering here. Each item comes with a picture attached. I don't think I'll be seeing my paycheck this week! The X-Men tankard is just the right size for mass consumption of some major caffeine goodies!

It may not seem like much but believe me, I just spent about five hours taking this brief tour. Man, was it worth it. From the wonderful shade of red I can see on the faces of Tim, Julio and John I've far outstayed my welcome. I can only hope that I've helped to whet your appetite for the Marvel site and have given you a glimpse into the minds of the Marvel Online staff, however dark and twisted they may be. So be sure to check us out. We're always there seven days a week, twenty-four hours a day. Oh, please don't forget that you will not be alone, tons of people visit us every day. So drop me a line or come by to chat— you never know who will be attending.

Whoops, the sound of a key turning the lock tells me it's time to go. Thank God Marvel followed fire safety laws and provided me with a lovely fire escape. So until next time, Make Mine Marvel, Online that is!

("That's right, White, keep running! You'll have to come back to work some time and believe me it won't be pretty! How could you let me hire him again, Julio?"

"Hey, don't blame me, I should have written the article in the first place!")

—Jason (this is probably my last article) White

Still "Jazzy" After All These Years!

In 1995, a momentous event occurred when Marvel's Art Director "Jazzy" Johnny Romita left staff and settled into semi-retirement at the ripe young age of 66. In no time at all, John's home phone was ring-a-dinging off the hook, and he found himself busier than ever! Here, he reveals what he's been up to since he left staff, why Spider-Man should not have married Mary Jane, and the one character he absolutely cannot stand to draw!

"I started drawing when I was very young," John Romita began. "I was about five years old when somebody took a drawing of mine and put it in their window. It was shown around the neighborhood, and people told me, 'Wow, that's good.' Once I felt that kind of admiration and enthusiasm, it just inspired me to draw more. I think that's what probably motivates artists. It's like you'll hear actors say they get the same feeling the first time they heard applause."

John even used to draw on the streets of Brooklyn with chalk. "One time, I did a Statue of Liberty that was about 100 feet long!" Romita's grade school teachers were smart enough to capitalize on his artistic talents for school projects. In the early 1940s, he painted a super hero mural for his school auditorium featuring all the super heroes who'd existed at the time, including Superman, Batman, and the Golden Age Daredevil!

A sometime comic collector, John remembers buying CAPTAIN AMERICA #1 off the rack, as well as two copies of SUPERMAN #1—"one of which I traced to death!" He remembers being excited by early Jack Kirby artwork, as well as the TERRY & THE PIRATES newspaper strip. "I used to devour the Sunday pages!"

John attended the Manhattan School of Industrial Art for three years, a school which served as a training ground for other comics pros such as Carmine Infantino and Frank Giacoia. The skills that John learned at this school were so helpful that he still utilizes them to this day. "Fifty years later, everything they taught in those classes, I still use every day—including lettering, mechanical drawing, perspective...So it just shows you, don't close your mind to anything."

John's first professional art job, at the age of 17, was designing and building a medical exhibit for a doctor. Once, on the way in to a lecture, the doctor had John carry a bag containing stillborn babies. "It was terrifying!" remembers John.

After he finished school, John worked for a litho house, drawing Coca Cola and gum ads. His first comic book job was a romance story for FAMOUS FUNNIES, bought by an editor who liked to encourage new artists—but then never published the story!

A friend contacted John about ghosting some crime comics for Marvel. As John tells it, "I was working for Stan Lee for about six months without ever meeting Stan!" Buried somewhere in John's files are copies of one of the first stories he ever drew for comics. "It was about racehorses and gamblers. It was so bad, I don't show it to anybody!"

Just as his comics career was taking off, John entered the army. He was stationed at Governor's Island during the Korean War, where he worked on recruiting posters. While still in the service, John paid a visit to the offices of Marvel, finally introduced himself to Stan, and began working nights and weekends for Marvel, finally under his own name.

John was discharged from the army in 1953. He worked on western comics, science fiction, war stories...and his first super heroes. In 1954, he was involved in a short-lived attempt to revive Marvel's Golden Age heroes: Captain America, the Human Torch, and the Sub-Mariner.

"I did about three issues of CAPTAIN AMERICA and the book was cancelled. The other two books—HUMAN TORCH and SUB-MARINER—went on for another year or so. I felt very inadequate. I felt despondent, like I had killed CAPTAIN AMERICA! I felt the reason the book was cancelled was because of bad art. But Stan reassured me that it was political, that it had nothing to do with the art!"

Inspired by such talents as Norman Rockwell and Noel Sickles, John had studied illustration in school, in hopes of becoming a "serious artist." The 1950's were a hard time for the magazine industry, so John figured, "I'd better take a job in comics to earn a living and get some money." John intended to do comics "on a temporary basis," until he was "independently wealthy," and then leave the field behind and go into magazine illustration. "Instead," he laughs, "I never got out of comics!"

"Stan Lee and I used to talk, when I was 20 and he was 27. He'd say, 'When comics has run its course, we'll get into something respectable!' He was going to write screenplays and novels, and I was going to do illustration. Everybody in the business was anticipating the demise of comics, especially in the fifties, because television was getting hotter and hotter. We were all resigned to being in a business that was dying."

"I would've bet everything I owned that comics would have been dead before 1960. And it almost died in the fifties, between the Congressional investigations and everything else. Many of us were out of work. I was lucky. I missed very little time. But a lot of guys like Gene Colan and John Buscema got out of the business. It was a very dark time for the people who had left comics. I never dreamed that they would come back, stronger than ever!"

John married his childhood sweetheart Virginia in 1952 (they grew up in the same tenement building in Brooklyn!). They later wound up working together on staff at Marvel for 20 years! John says they were warned about the dangers of living and working together, and yet, "after 44 years, we still never run out of things to say!"

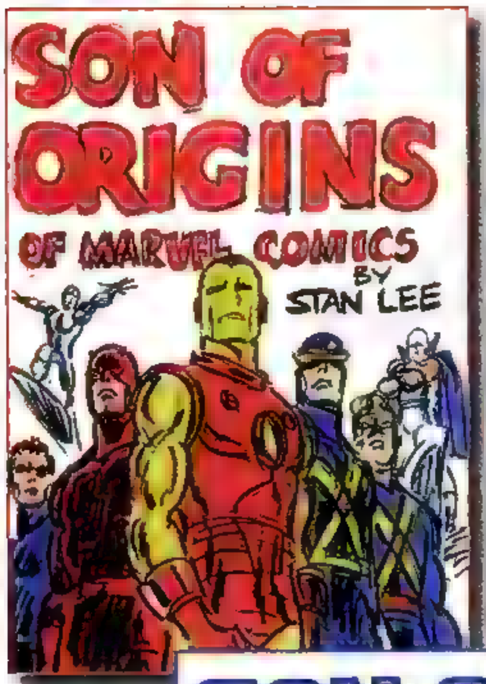
When the Marvel work slowed down in the mid-fifties, John went over to DC to do romance comics. "That was torture. It was the blandest, least appealing stuff. I did it for eight years, and I call it my Purgatory Years. But it did teach me how to draw women. It also taught me how to take a panel where there was absolutely nothing going on and make it interesting.

"Between those two things and my fanaticism, I think that's what made me what I am." John never got to put his pencil to the Man of Steel or the Caped Crusader. Today, he regrets that he never asked for the opportunity.

When he finally had a chance to draw some DC super heroes, John had already gone back to Marvel, just as Stan was launching the Marvel Age of Comics. John's first assignment was inking an issue of the AVENGERS, followed by a stint on DAREDEVIL. After a few months on DD, John was tapped to replace Steve Ditko on AMAZING SPIDER-MAN—though John wishes he had stayed with ol' Hornhead!

"Daredevil is my favorite character. I always say Spider-Man, because he was more important to me, but I wanted to make DAREDEVIL the top book. I did not want to go on to Spider-Man. I hoped it would be temporary. Daredevil is a much underrated character. I think he's the greatest character we have!"

Frustrated that he was not fast enough after 15 years as a freelance artist, John joined the staff at Marvel as Art Director in 1965. "I took a staff job not because I wanted to, but because I could not continue with the deadline problems of a freelancer." John remained on staff at Marvel for 30 years.



When he left staff in '95, John had told the editors of Marvel he only wanted to take on little jobs—covers, pin-ups—that sort of thing. So naturally, he's working on a 48-page one-shot with Spider-Man, Daredevil, and the Kingpin! "Now I'm back home fighting deadlines again, which I never wanted to do. I've gotta learn to say no! If you hear any rumors about them taking me away in a straightjacket, it's because I've got myself in a spot and I can't get out of it!"

John occasionally attends Marvel editorial brainstorming sessions, and puts his two cents in. He tries to keep up with new developments in the Marvel Universe, because "otherwise I feel like an absolute idiot when I go to conventions and kids ask me about characters I haven't heard of!" But the only books he actually reads are the ones drawn by his son, John Jr.! "That's not a rap against anyone else—I'm just too busy to keep up with reading stuff. I can't follow anything! My pile of reading material is up to my knees!"

Last year saw the publication of THE ART OF JOHN ROMITA book, which John supplied tons of artwork for, including drawings dating back to when he was 18! John relished this pictorial trip down memory lane. "The whole thing is fun. I got to show off my drawings from when I was a kid—my school drawings. I even have one of my recruiting posters, a lot of covers for Simon & Schuster..."

The book includes "the first thing I did for Stan under my own name—a short horror story called 'It!' That was my first pencil and ink job from 1951. They printed a Spider-Man story—they asked me to select one of my favorites. I picked a story that has Dr. Strange guest-starring. It has Flash Thompson in Viet Nam. I penciled and inked it. I liked it because I was able to do a real Milton Caniff kind of ink job on it. It had to do with Southeast Asia."

John counts Caniff among his stronger influences, along with "Jack Kirby, Alex Raymond, Alex Toth, and, of course, Hal Foster. A lot of young artists don't even know who they are. If I have any lectures in me, they would stress the history of comics—how they evolved. It was no accident."

John points out that early comic book artists were not trying to create art—they were just trying to earn a living. He feels it was not until the late '60s, with the arrival of Neal Adams, and the influx of new talent in the '70s, that comic book artists came along who created out of love for the medium.

"I could have made a lot more money if I had been able to just hack it out. I sacrificed income, because something in me would not let me turn in work that was not polished. Despite myself, even though I wanted to earn more money, I could not turn in shoddy work."

Asked to name his proudest achievement in comics, John names his son, John Jr.! "He's a hell of a storyteller! I was never as good as he is. He is, if not the best, one of the top two or three guys. I like to call him the perfect bridge between the way I like to see comics done and the way they're done now."

John revealed he never encouraged his son to get into the business—in fact, he discouraged him! "I said to him, 'You don't want to get into this business, working nights and weekends. You could make a better living anywhere else.' He did it, despite my advice! I was afraid of what would happen if he failed in this business. I always dreaded that. The most glorious thing to me is that he excelled at it. That is the proudest thing in my life."

Amazingly, John Jr. never had an art lesson from John Sr.! "He observed, but I never sat down and gave him any kind of instruction! He would ask me questions, and I would answer them. He used to do a lot of drawings he wouldn't show me. I didn't see a lot of his work until college."

Asked to name his favorite inker, John said, "Frank Giacoia. He always brought a real crispness to my work. I did a lot of my own inking on covers, but I'm not one of my favorite inkers." As far as people he enjoys inking, John said, "I loved inking Kirby, Buscema, Gil Kane. I learned every time I inked a book of theirs. I also learn from inking John Jr.!"

John says he used to dream about drawing as fast as Jack Kirby. "I used to pray for it. Stan and Kirby and John Buscema used to spend hours talking to me about how to be faster. Kirby used to say, 'Throw your eraser away!' Buscema used to say, 'Don't change your drawing. Stay with it. It's still better than most guys!'"

"But I could not. If I didn't like page one, I could not do page two. On the other hand, after 40 years, Stan finally had to admit that maybe if I weren't such a fanatic, that maybe I wouldn't have been as good as I am. You talk about guys like Kirby, Buscema, and John

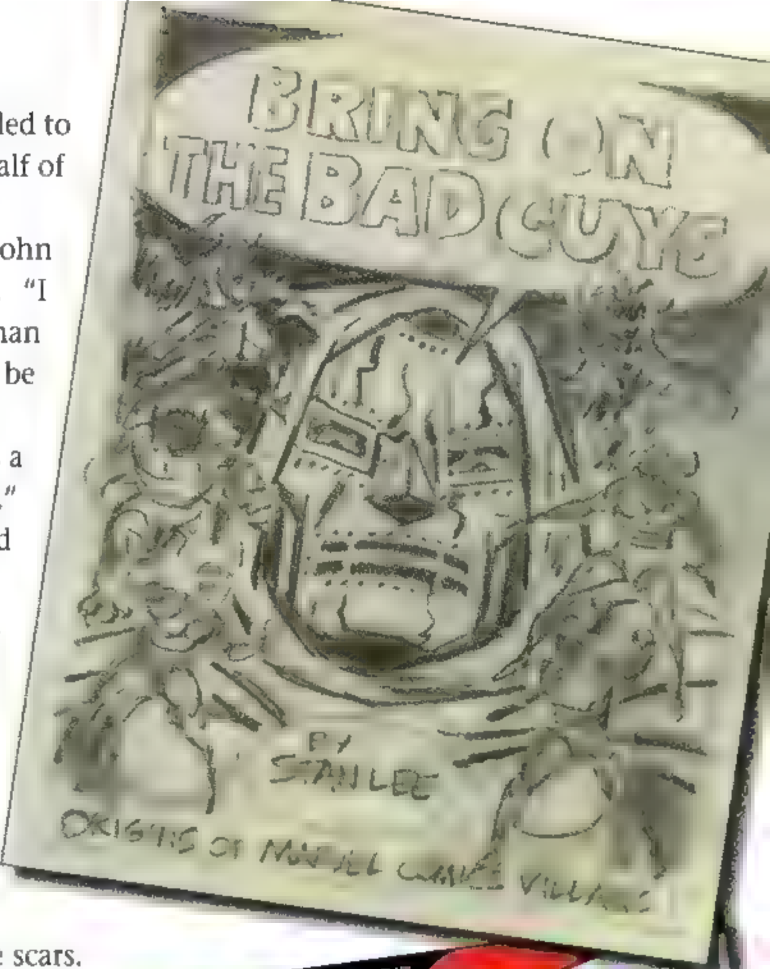
BLACK SWAN © 1996 John Romita

Byrne...I always envied and admired those guys to death! I would have killed to have produced the body of work that they did. My body of work is not half of what Buscema's was, and he was out of the business for years!"

With all his problems with speed, one may be wondering what possessed John to take on the daily Spider-Man newspaper strip in 1977. John revealed, "I remember Joe Giella telling me—he had done three years of the Batman strip—he said doing a daily and Sunday strip was suicide, and I would be screaming for it to end. He was right!

"It was a nightmare! I split my week up, so I was in the office three days a week, and at home working on the strip two. This went on for four years." John was originally supposed to do just the daily Spidey strips, but wound up doing Sundays, too.

"I got almost immediately in trouble (with deadlines), so guys like Frank Giacoia, Mike Esposito, and John Verpoorten would help out on the inking. I used to get help wherever I could." Toward the end, Fred Kida was brought in to draw the strip, and John would ink the faces. Finally, John handed the strip over to Kida completely.



"We had almost 500 papers. It was a fairly successful strip." John made a promise to his wife that if the strip stopped adding more papers, he would stop doing it. The strip did stop growing, and even lost a few papers, and John kept his word and left the strip, though he still feels the scars. "I think it aged me!"

Still, he admits doing the Spidey strip did have its benefits. "I really regretted giving it up. I loved reaching all the world. I loved getting letters from France, Spain, Italy...we had a fan in Finland, a fan in Holland...I got stuff from Indonesia. I had a big contingent of South American fans. It was wonderful to get mail from all over the world."

Among John's favorite Spidey characters to draw are "the Kingpin...the Prowler...but the one character I get the most requests to draw at conventions is Gwen! Here's a character that's been dead for 30 years! Stan used to accuse me of killing Gwen so she wouldn't interfere with the Mary Jane character!"

John had intended to keep Gwen looking sweet and sensitive, while MJ would be the vivacious one. "I wanted to show that Gwen could get the limelight without being flashy like MJ. But Stan made me give Gwen MJ's haircut, so I had to give MJ a perm for a while. Stan felt that MJ always outshone Gwen. I wanted MJ to be this fiery red-head, while Gwen was more beautiful and ladylike. But Stan always asked to make Gwen flashier!"

John has one pet peeve, as the man who created the visual for MJ: "I hate it when people draw her without the dimples and the cleft in the chin!" Surprisingly, John was opposed to Peter Parker's wedding to Mary Jane. "I think it was a mistake. I told people, 'Remember L'il Abner!' L'il Abner got married, and the strip went under!"

Asked to name the one character he just can't stand to draw, John gave it a lot of thought, then answered, "The Juggernaut. I cannot stand that character, for some reason! Every time I draw him, I feel like it's wrong! To me, he's never looked right. I would never have designed him that way, with his head locked into a rigid position. I get a pain in my neck just thinking about it! He's the one that aggravates me."

These days, John is busier than ever. He continues to take on big jobs: he just finished the special Flashback issue of UNTOLD TALES OF SPIDER-MAN dealing with Peter Parker's parents. "Larry Lieber and I had done the SPIDER-MAN ANNUAL which introduced Peter Parker's parents. I felt if this was going to be a story about them, I wanted to be a part of it. It has them as James Bond-types in the '50s in Europe."

And editors keep on calling, offering more work! John laments, "This is what I feared. I didn't want to do this. I kept telling these people, 'I want to work, maybe, two days a week!' I'm tired of working!'

"Here I am now (laughter) doing QVC appearances, and school appearances, and a couple of conventions...one of these days, I'm going to say no. But until I really run out of gas, I'm gonna keep letting myself get conned into these things! I hope I have the sense to say 'no' next time there's a big project!"

The main reason John can't say no? "I got tired of seeing other people do things that I wish I had done! So now I've got mixed emotions. There's stuff I want to do that I really shouldn't."

Try as he might to settle down, it seems as though nobody really wants John to retire—not even John! We can only hope that editors will continue to con him into work, and that he will never learn to say 'no'!

TIME SLIP
MACHINE MAN

Welcome to the Marvel Universe that would have been if today's hottest creators had been around at the birth of Marvel Comics. Think of this as the world that might have been. Think of it as the world that might still be becoming.

Dave Johnson, who has single-handedly made a reputation in the comics industry as a pin-up and cover artist for just about every comic printed, and whose work on Super Patriot is a study in technological violence, takes his sensibilities to Marvel's Living Computer—X-51, The Machine Man.

You may remember the Odyssey of X-51, the computer that was taught to think and react like a man. Once part of a failed top-secret government military project to produce an army of unstoppable soldiers, Machine Man, along with 50 other prototypes, was to become literally a scrapped project. But Machine Man, the creation of his would-be "Father," Dr. Able Stack, was saved, and it was Dr. Stack himself who died as a result of removing an extremely sensitive auto-destruct mechanism from within X-51.

Machine Man went on to fulfill his father's wishes... to live as a free man instead of as a number. To only obey orders when he agreed with them. And this difference made him an enemy of the very military forces that created him.

Machine Man was the ultimate loner... always searching for a place and people who would accept him... always looking for a chance to be fully alive, fully human.

But in the world of Time Slip, the world where Dave Johnson designs Machine Man, X-51 finds himself, years later, face-to-face once again with Able Stack. He discovers in time that Stack did not die in the explosion meant to destroy X-51. Instead, he allowed the military to believe himself destroyed so that his experiments might continue.

The Able Stack that X-51 was trained by, loved by, and nurtured by was, in actuality, X-52. For only another machine man would be capable of removing the auto-destruct mechanism without setting off its heat monitors. It is then that X-51 discovers the true nature of his being.

He was never a living computer. He was merely programmed to react the way Able Stack would in a given circumstance. And this was so that years later, when Able Stack returned and had developed the equipment possible to translate an immortal human soul into the machine language of binary numbers, he would be able to transfer his human soul into X-51 and thus gain immortality.

Stack's return and the creation of this new equipment would mean the certain destruction of X-51. And though X-51 may argue with losing his "self" in the process, Stack explained that this was the purpose for which he was created... and Stack would now show the military how wrong they were for scrapping the X-00 project... he would show them the power they might have had.

Somewhere deep in the programming of X-51, Stack's words don't process according to earlier programming. The "love" X-51 once believed to make him his father, for example. He was different. Time had changed him. The Able Stack he remembers spoke of life. Not death. Not destruction. He spoke of rebellion against those in power for the sake of what is right. But what if his father were to become that "power"?

And in that moment of binary contradiction, something happened... and the created turned on the creator.

Whether it was truly X-51's first decision to rebel... or whether he was programmed to only obey the precept that he agree with an order or not... X-51 never fulfilled the purpose for which he was created.

Even today his programming twitches whenever the question of his true identity is brought up.

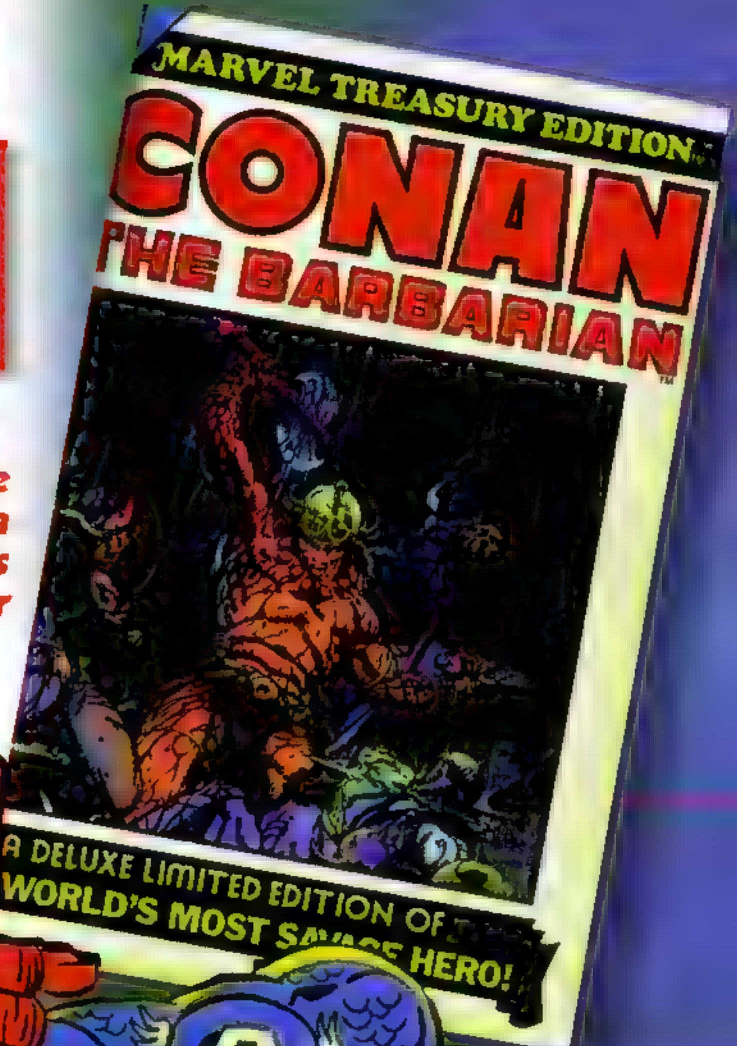
Is he a living computer given life by a man now dead?

Or is he the programmed personality of that man, merely a ghost in a machine?

MARVEL MEMORIES

ANDY KUHN

Andy Kuhn is famous for his ability to draw in the animated style of art. He's been on the scene for only a few years, but has since risen to become Marvel's premier animated-style artist and is the regular penciler of MARVEL ADVENTURES.



ANDY KUHN. *DO YOU REMEMBER YOUR FIRST MARVEL COMIC BOOK?*

"I'm not exactly sure if it counts as a comic book. It does, I guess. It was really a group of books: The Marvel Treasury Editions. These were giant comics that were twice as big as anything on the stands. My favorite was the first CONAN TREASURY EDITION which reprinted 4-5 of the Barry Smith Conan comics—including Red Nails, which has got to be the best Barry Smith Conan stuff ever done. I think it was originally printed in black & white in THE SAVAGE SWORD OF CONAN #2 and #3. Maybe I'm wrong... but when I saw it colored and in this giant format, I couldn't get over how cool it was.

"As an artist, there was no one growing up who was as great as Barry Smith. It was like he was 'Kirby II' or something like that. And to see the pages printed as large as the artwork was, well, it was a total trip. Yeah, everyone talks about how hard Treasury Editions were to store... but who cares. Someone, somewhere, better do these things again!

"The other Treasury Edition that freaked me out was CAPTAIN AMERICA's BICENTENNIAL BATTLES which was penciled by Kirby and inked by Barry Smith, John Romita and Herb Trimpe. IT WAS THE ULTIMATE.

"I've sold my entire comic collection a number of times over the years, but I never got rid of my Treasury Editions. There's something so cool, so perfect about these things, that I could never part with them. And they're great for people who want to become artists.

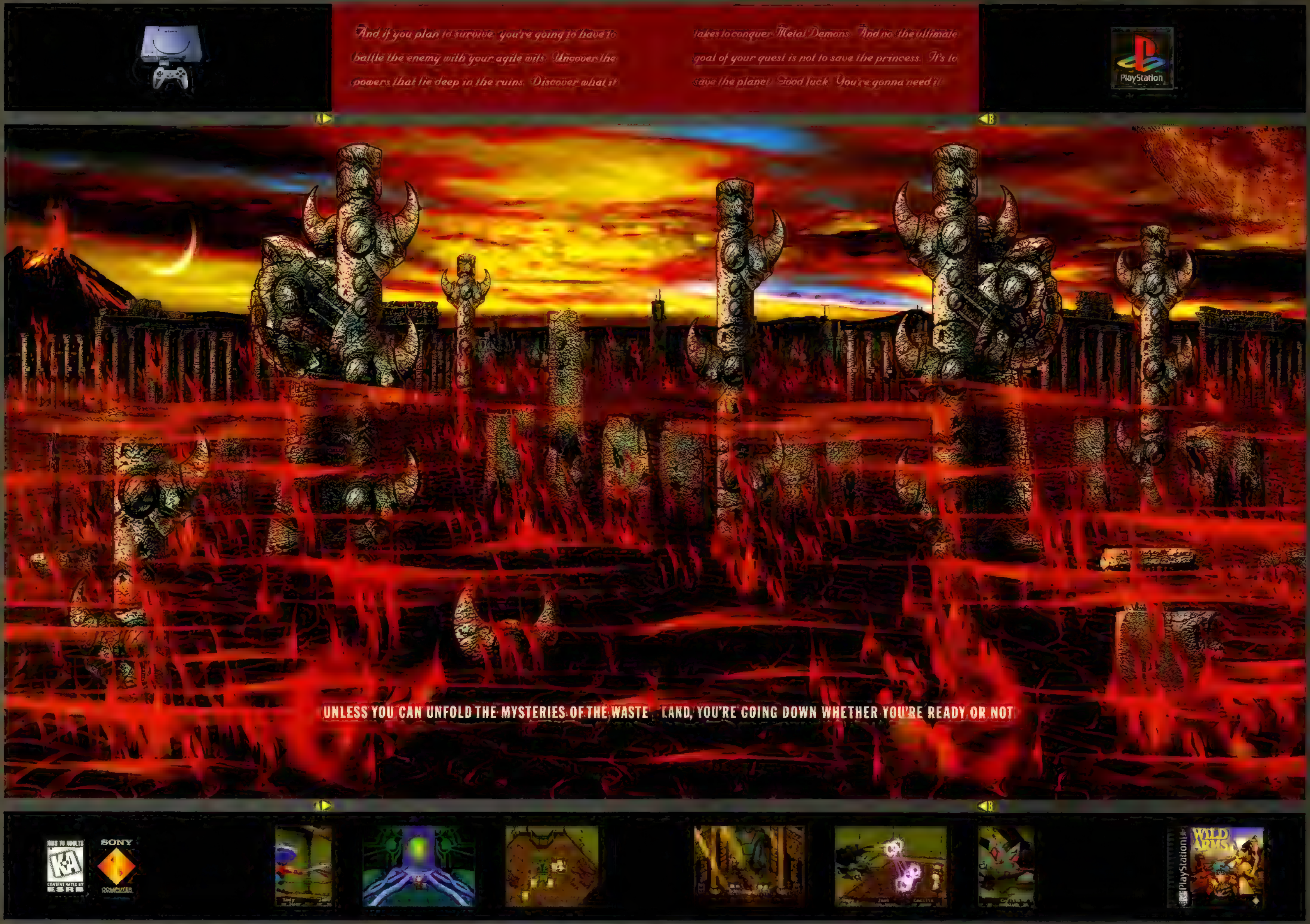
ANDY KUHN. *WHAT WAS YOUR FIRST ASSIGNMENT FOR MARVEL?*

"It was a five-page backup in SPIDER-MAN ADVENTURES #14. That was before the series turned into ADVENTURES OF SPIDER-MAN. Once I did that project, I thought I'd arrived. I thought I'd hit the big-time. I called for another assignment a few weeks later only to hear my editor tell me she was leaving Marvel. I thought I was doomed. I'm really lucky things worked out."

CONAN THE BARBARIAN

BICENTENNIAL BATTLES

CAPTAIN AMERICA



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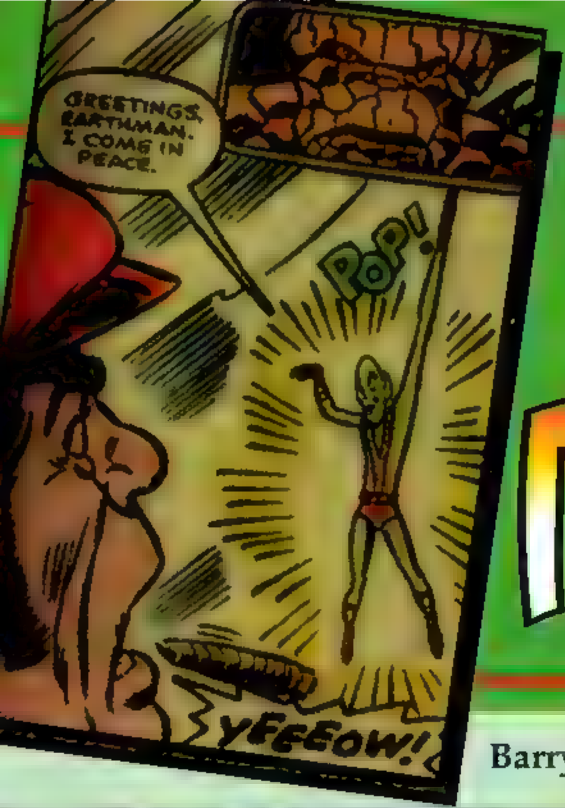


MARVEL'S SILLIEST MOMENTS

Barry Dutter

"MISSION: IMPOSSIBLE, MAN!"

Some of Marvel's funnest comics have been the stories about the people who actually write and draw the comics! One of the best examples of these appeared in FANTASTIC FOUR #176, a tale in which the Impossible Man invaded the offices of Marvel!

It all started when Impy arrived on Earth, looking for a little fun. Learning of the existence of something called "comic books," Impy decided to investigate, turning himself into a balloon and floating through a window into the offices of Marvel, circa 1976. (Stan Lee and Jack Kirby were both living in California at the time, but both "flew in to New York" in order to appear in this story!)

Impy arrived just as the creative team of the FANTASTIC FOUR comic, Roy Thomas and George Perez, were debating what to do in the next issue, since the FF were apparently out of town, and couldn't tell "Rascally" Roy and "Gorgeous" George about their latest adventure! Roy asked, "How can we do our AUTHORIZED FF COMIC MAG—if they don't tell us what they've been INTO?"

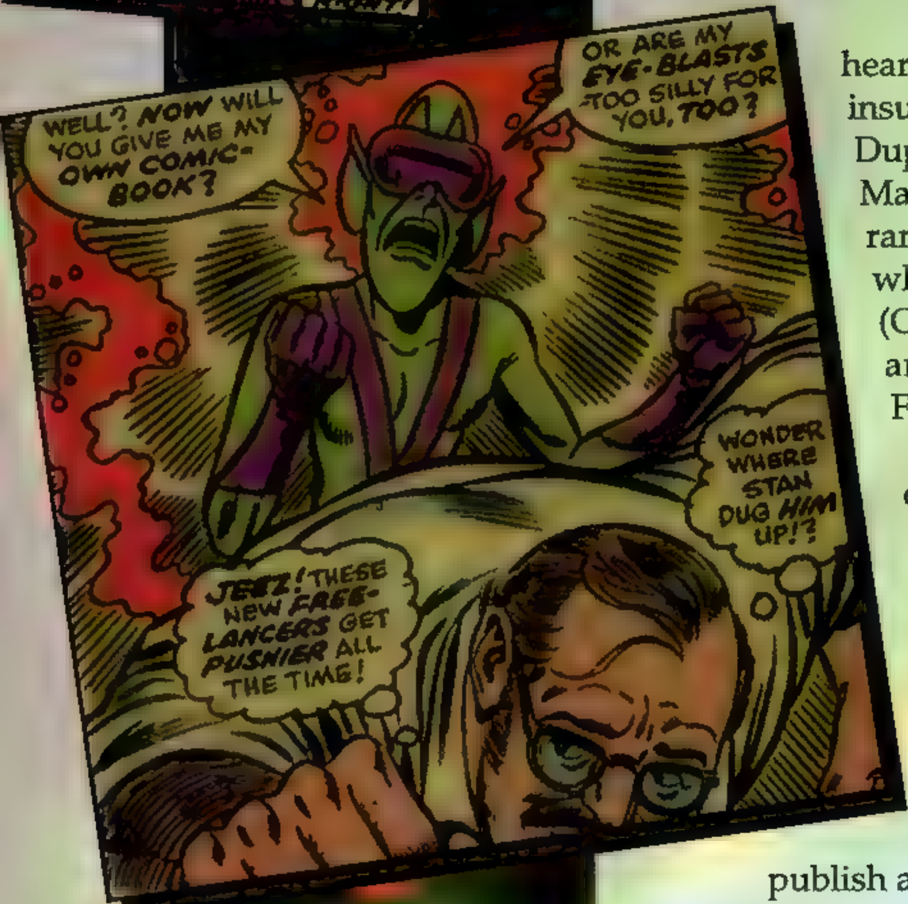
Jack Kirby suggested, "Why don't you lads just MAKE UP some stories about the FF?" Roy and George were excited about the idea, but Stan shot it down, saying, "Nice TRY, Jack...but it just isn't DONE." Fascinated by the colorful characters he saw in the comics displayed in the Marvel offices, Impy approached Stan and Co. and demanded, "Now that I understand what these 'COMIC BOOK' things are...I want you to make one about ME!"

Jack started sketching immediately, promising Impy that he would put the pointy-eared alien in one of his '70s comics, 2001: A SPACE ODYSSEY or THE ETERNALS! Again, Stan resisted,

saying, "WAIT! I just recalled! We DID this guy already—YEARS ago! REMEMBER? A lot of our readers didn't LIKE that issue, because he looked too SILLY, and—"

Well, that was all Impy needed to hear. Being called "silly" was an insult to the Poppuppian prankster! Duplicating the powers and weapons of a number of Marvel heroes, Impy then proceeded to go on a rampage throughout the Marvel offices, all the while demanding a comic book of his very own! (One Marvel staffer mistook Impy for a comic book artist and reflected, "JEEZ! These new FREELANCERS get PUSHIER all the time!")

The Fantastic Four showed up to try to put an end to Impy's career in comics—but Impy wasn't ready to be cancelled just yet! Turning his hand into a duplicate of Thor's hammer, Impy took a swing at the Thing, while incorrectly imitating bashful Benjy's battle cry. The best he could come up with was, "It is time to CLOBBER, is it not? Oh DEAR...I hope I got that RIGHT!"



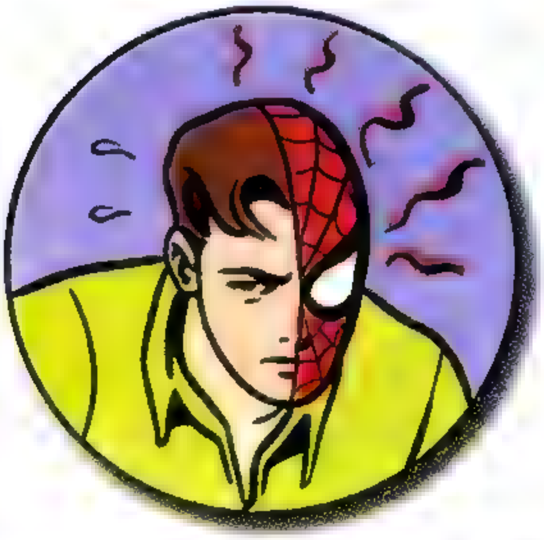
Reed Richards saved the day when he convinced a reluctant Stan "the Man" to publish an IMPOSSIBLE MAN one-shot! (Meanwhile, the Human Torch used his flame power to light a cigar for "Jolly" Jack Kirby!) Impy was so happy, he raved, "Back on Earth less than an HOUR, and I'm a COMIC BOOK SUPER HERO! Now I KNOW I'll never leave this planet again!" The FF hadn't counted on this unwanted side effect, but at least Impy was happy—for the time being!

As soon as the Imp was gone, Roy and George prepared to get to work on that special I-Man comic book. But Stan told them to forget it! As he walked past a poster of Howard the Duck, Stan remarked, "MARVEL COMICS hasn't got time to waste on SILLY LOOKING CHARACTERS!"

Impy finally did wind up getting that special one-shot comic book about fifteen years later! Of course, a guy like the Impossible Man is never satisfied! Maybe it's time he paid another visit to the Marvel offices...!

GREATEST

COMICS



NEVER

SEEN

True. It's all true. Sometimes the comic-related projects we most look forward to are never produced. A creator finds a new project. An editorial team changes. An artist bails. A writer walks. Or in this case, a fad falls from grace. These are...THE GREATEST COMICS NEVER SEEN! Or, at least, THE GREATEST POGS NEVER SEEN.

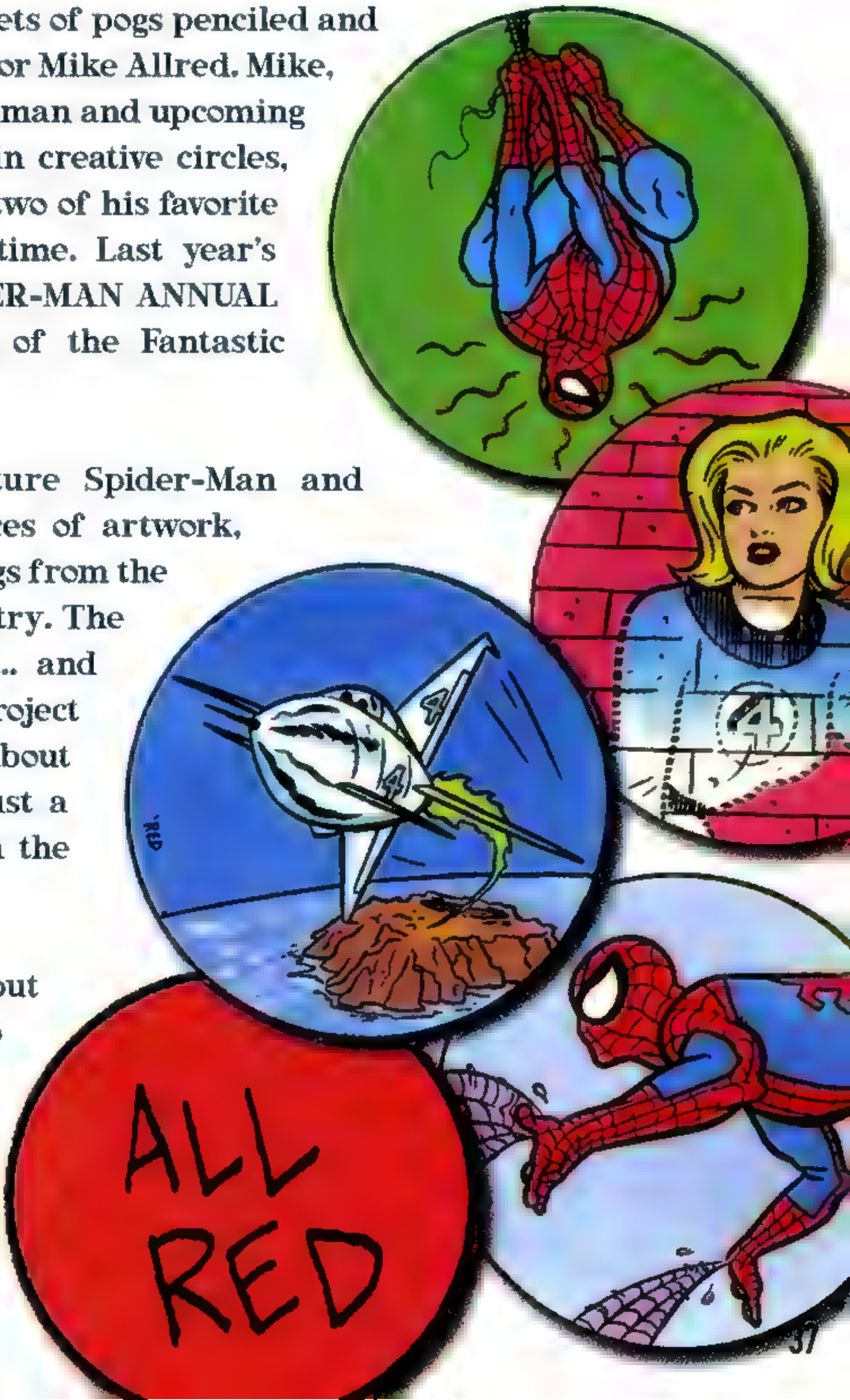
And because there's a chance that some fans won't even remember the little collectible we're about to regale you with... it was called a POG. Now a POG, for those who were saved from what had to be the phatest of the five-second fads, originated in Hawaii as both a collectible and a game. The POG was a small cardboard disk with art on one side. Originally, it was a milk cap that kids collected and traded. It could be anything. Some people even claim to have sited Elvis POGS along the way. Anyhow, the game was played with a small pog-shaped disk called a Slammer. A pile of maybe ten pogs was stacked. The Slammer was then "slammed" into the stacked pile, and the person who got the most pogs to land face up, won those pogs. This would be played until the entire stack of pogs was gone.

Now Marvel, which refuses to be outdone by anybody, entered the POG market with all our creative guns blazing. To tell the truth, there was no chance of ever coming in early enough. On the following two pages you'll find two sets of pogs penciled and inked by fan-favorite creator Mike Allred. Mike, whose creator-owned Madman and upcoming Rocket Red are a legend in creative circles, took this shot at drawing two of his favorite groups of heroes of all time. Last year's UNTOLD TALES OF SPIDER-MAN ANNUAL featured Mike's teaming of the Fantastic Four with Spider-Man.

These POGS, which feature Spider-Man and Fantastic Four-related pieces of artwork, were readied with other pogs from the greatest artists in the industry. The POGS were at the printer... and then the fatal call came. The project was scrapped. No one cared about POGS anymore. It was all just a flash in the pan... or, flash in the fan in this case.

But the artwork and heart put into these pieces are simply too incredible to allow to fall into obscurity. They are... the GREATEST COMICS NEVER SEEN!

NEXT MONTH: POGS from STERANKO, RUDE, McDANIEL and DARROW!



BEAST FILES

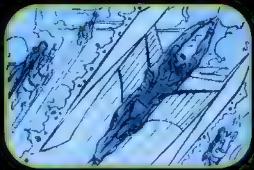
SUBJECT FILE: ((HENCHMEN))

"Mark this well, you proud men of action! You are nothing but the unwitting agents of the men of thought who often, in quiet self-effacement, mark out most exactly all your doings in advance."
-Heinrich Heine

Like moths to a flame, somehow men of great charisma seem to attract the devotion of men around them. Not all of the groups the X-Men have faced over the years were teams. Quite frankly most of them were a collection of mutants who centered around a single individual. Thus, there is usually less to them as individuals than there is to them as a collective whole. That is why the creation of this file is necessary, as it will serve to house the collection of sheep aptly named: The Henchmen.

THE FOUR HORSEMEN OF APOCALYPSE.

While the roster of this quartet seems to change from time to time, Apocalypse's [See File: Apocalypse] reference to the Biblical four horsemen seems to be a fixation. Famine, Pestilence, War and Death will always be the names, though the players themselves may change. Usually these mutants seem to be those augmented in power by Apocalypse. The most glaring example would be that of the startling transformation our own Warren Worthington [See File: Angel/Archangel] underwent to become the Death horseman.



NITRATE HOLOGRAM: THE DARK RIDERS

THE DARK RIDERS.

The Dark Riders are a group of fanatical mutants devoted wholly to the ideals represented by Apocalypse. However, unlike the Horsemen, they do not solely rely on their allegiance to Apocalypse himself. They have, in fact, shown that they are willing to follow anyone [See File: Genesis] who holds these same ideals and follow them through to the bitter end.

THE MARAUDERS.

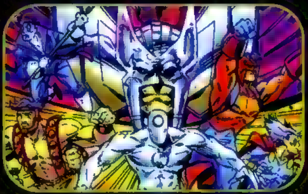
The engine of destruction known collectively as the Marauders is a startling bunch indeed. While it is known that they all willingly follow the mastermind, Mister Sinister [See File: Mister Sinister], the group's true goal remains an unknown quantity.

Furthermore is the startling realization that most of the group, if not all of them, are clones. As to the whereabouts of the originals, that remains to be seen. There is also the question as to why Sinister hasn't mass-produced a virtual army of Marauders; perhaps this is simply not an option. Let us hope so, as the Marauders were directly responsible for more mutant deaths than any other group to date.

THE NASTY BOYS.

This group of Sinister's seems to be his core strike force these days. As to group motivations, one can only guess they serve their master out of fear. Whether they too, like the Marauders, are clones or not remains to be seen. Whatever the case may be, they are a dangerous lot and should be treated as such.

MLF.



NITRATE HOLOGRAM: NASTY BOYS

This group was created by Stryfe to further aid him in his mad schemes in our time period. Since Stryfe has shuffled off this mortal coil, they soon found a new master in Reignfire [See file: Sunspot]. However, soon after Reignfire's tenure as leader, they began to follow Dani [See File: Mirage]. Let us hope our former New Mutant can keep them in check.

PRESS GANG.

The island of Genosha may forever scar our memories as a shining example of racial inequality in its subjugation of their mutant populace as mutates. The saddest part, however, was that those mutants chose to use their powers to aid the state of Genosha in the subjugation of their mutant brethren. While the majority of the mutant populace suffered as near-mindless slaves, the select few members of the Press Gang lived the good life. Since the crumbling of the Genoshan hierarchy it is unknown at present where this group will pledge its allegiance.

UPSTARTS.

A group of rich mutants whose credo is merely the seeking of one thrill after another. They all fancy themselves to be leaders, but are instead nothing more than puppets on a string. And the man pulling their every movement is the enigmatic omnipath: Gamesmaster [See File: Gamesmaster].

ACOLYTES.

To my knowledge there exists no more fanatical a following than those found in the former Magneto's [See File: Magneto] Acolytes. This group believes that the master of magnetism is a god. Both Exodus [See File: Exodus] and Fabian Cortez [See File: Fabian Cortez] have stepped up to fill their "messiah's" shoes during his absence as self-proclaimed "prophets." Since the fall of Avalon to Earth and the revival of Magneto as the young Joseph, it is unknown exactly what the final fate of the Acolytes will be.

ORCA

By Bryan Cairns

Rick Olney remembers the first comic book he ever bought.

"It was FANTASTIC FOUR 34 and I was just so amazed," says the collector. "He (Kirby) was an inspiration to me. I carried that book around with me for two weeks."

Now Olney wants to bring the same enthusiasm and experiences he enjoyed to other comic fans in the form of his club ORCA (Organized Readers of Comics Associated).

"We're really interested in bringing back the hobby of reading and collecting comics to the walk-away readers," he explained. "Those older readers who either put their books away or just got disgusted with the way comics evolved. We want to entice those former readers to get back into it. Also we want to get more younger readers involved in reading and enjoying comics."

ORCA accomplishes this by going to conventions including the upcoming Wonder Con and Dragon Con, and distributing comics to virtually any interested attenders. The comics are donations from publishers like Marvel. Olney says in 1995, the club gave away 6,700 free comics while the numbers increased to a little over 10,000 in 1996.

One promotion Olney recently did was on a local college radio program called "The Boom-Shaka-Laka Show." He was talking about comic books and gave away one free membership which brought in three others to the club. To sweeten the giveaway, the new member also received a copy of AVENGERS ANNUAL #1 and X-MEN #100 in very fine condition.

Another aspect Olney prides ORCA on is its interclub communication with the members. They have a bimonthly newsletter which often contains information, opinions and art work. Members are encouraged to voice their thoughts about comics and the industry. Local meetings also take place the first Saturday of every month.

Olney says one of his pet peeves he hopes to end through the formation of the club is a certain expression directed towards comic readers.

"We're trying to kill the negative stereotyping of the word 'fanboy,'" he said. "Just the whole word quite personally offends me and I think it's not something the industry needs to use as a catchphrase for a certain comic book collector."

The idea behind the whole formation of ORCA ironically blossomed on a train ride to a Marvel holiday party. Olney had already founded a neighborhood comic club called the West Utica Comic Club in 1993 and was discussing how to improve it with two friends. Out of that conversation, Olney says, they established the framework for ORCA.

Right now ORCA has 528 members including some outside the United States. When someone joins, they are sent a survey which, Olney says, "gives us an opportunity to get to know them and what they like to read. I even encourage them to tell me what they're missing from their collection except for AMAZING FANTASY #15." ORCA often tries to find that issue for the reader and has even sent out a DAREDEVIL #7. The club also has a web page at http://www.borg.com/~dkrick19 which gives viewers an insight into ORCA's history and why people should be reading comics.

To join, send a check or money order for $5 (which covers one year of membership) to:

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Andy Mangels's Marvel Toon News

Each year, Hollywood spews out a massive amount of movies, television series, and animated shows. Yet even with the output at staggering proportions, many projects that are developed for the big and small screen never make it beyond concept stages or storyboards.

Admittedly, Marvel has had a checkered past in Hollywood, but it has been most successful in the area of animation. Animated series based on Marvel characters have been almost constantly on network schedules since the premiere of the syndicated Marvel Super-Heroes showcase in 1966, followed quickly by the animated Spiderman (without the official hyphen) and Fantastic Four on ABC in 1967.

In recent years, Marvel has once again had great success with animated series for its greatest heroes, but a new day is dawning in Hollywood. . . the day of Marvel on film and television! Over thirty projects based on Marvel heroes are in the works, and while some of them may never be seen, many of them will, meaning you have a Marvelous future coming your way!

So, you say you want a rundown of what's coming up? Happy to oblige. This issue we'll do a thorough examination of every Marvel animated series in the works. Next issue, we'll cover live-action television series in development, with the following month showcasing the feature films headed your way!

Incredible Hulk

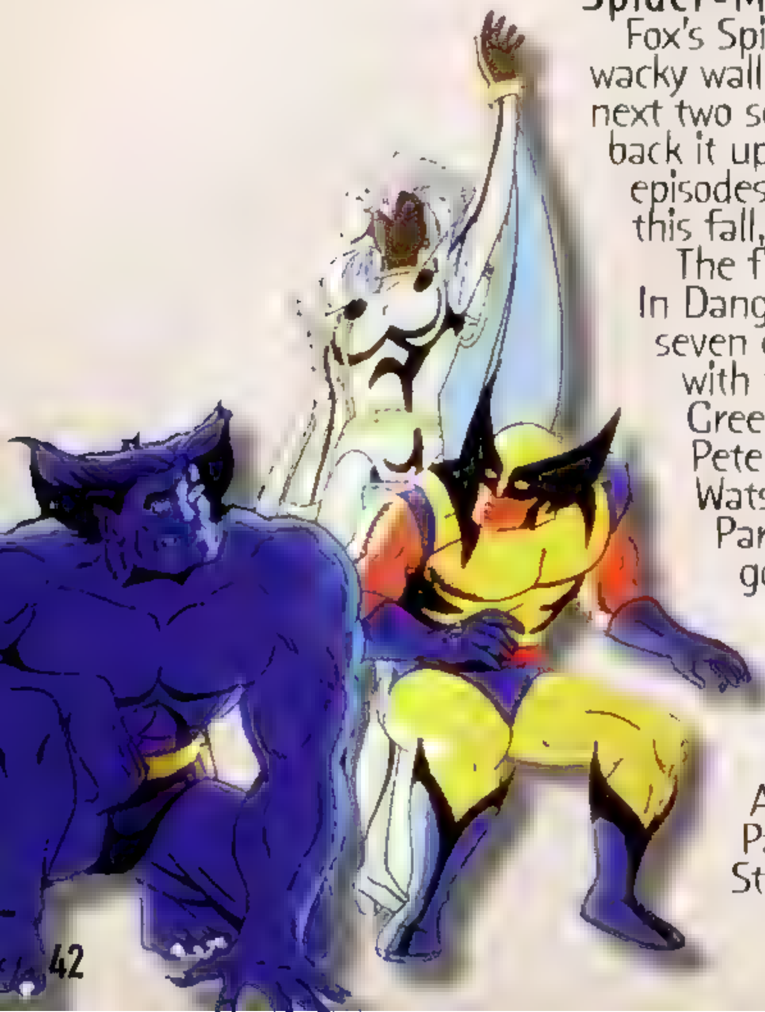
United Paramount Network has renewed The Incredible Hulk for a second Sunday morning season. New episodes will include the gray Hulk and a lot more appearances of She-Hulk. Inside Banner's head, the green and grey Hulk will be fighting for dominance; whichever wins at the point he Hulks out will be the Hulk for that episode. UPN only ordered eight new episodes, leaving the series total at an odd 21 episodes.

Silver Surfer

An all-new Silver Surfer animated series will have a three-part sneak preview origin story in November, though the regular series will not appear until February 14 or 21, 1998. That's when it will replace X-Men, at 11:00 am on Saturday mornings.

The series will start as in the comics, with Norrin Radd on his home world of Zenn-La, and the sacrifice he is forced to make to save his world — and his beloved Shalla Bal — from Galactus. Expect to see cosmic Marvel characters such as Adam Warlock, Pip the Troll, Thanos, Uatu the Watcher, Beta Ray Bill, Lady Chaos, and Nebula, as well as such star-spanning races as the Skrulls and the Kree.

Tom McLaughlin, who produced the recent Fantastic Four cartoon (and the redesigned final six episodes of X-Men) is producing the series, along with Larry Brody, who is also story editor. Although traditional animation will be used, some CGI animation is also expected for the series. It's unknown whether or not the actors who voiced Silver Surfer and Galactus for the Fantastic Four series will reprise their roles in this series. Thirteen episodes will be produced: nine by Saban, four by Marvel Films.



Spider-Man

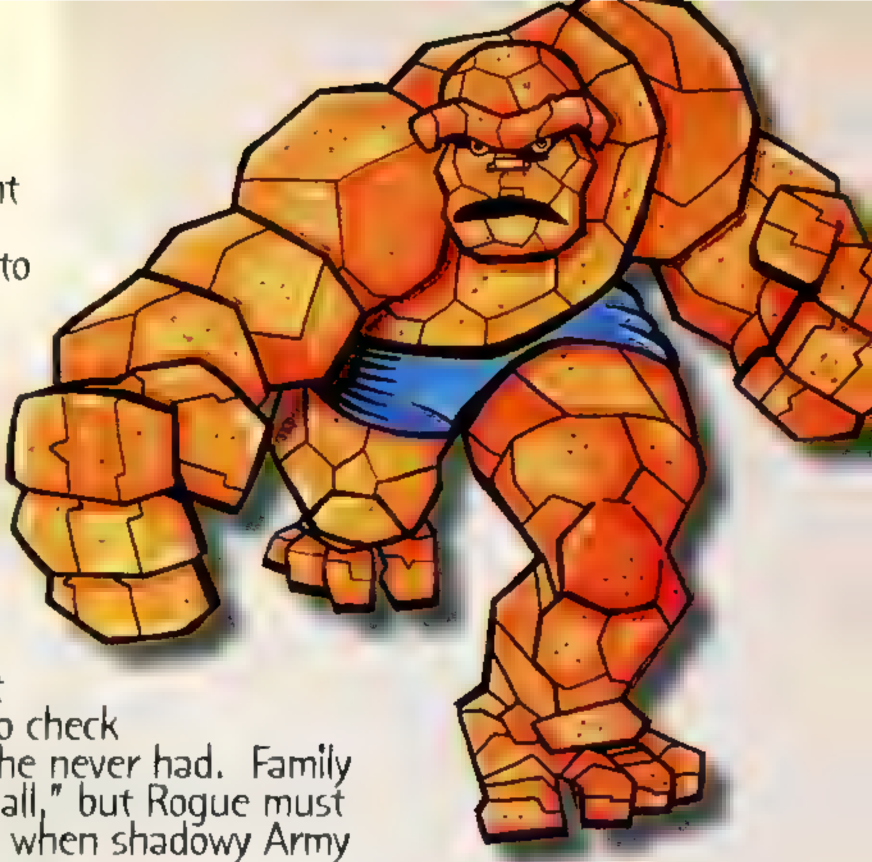
Fox's Spider-Man show, the fourth animated series for Marvel's wacky wall-crawler, is going well. So well that they've already got the next two seasons written! With high ratings and a strong toy line to back it up, Fox is pushing Spidey to that magic number of 65 episodes. Currently, the series airs weekdays and weekends, but this fall, it will move to 7:30 am on weekdays only.

The first six episodes from the fourth season, subtitled "Partners In Danger," were broadcast for spring sweeps. The remaining seven episodes of the fourth season (3-4 will air in July/August, with the rest held for fall) will include these surprises: The Green Goblin returns, and he knows Spider-Man's secret, and Peter is surprised when both the Punisher and Mary Jane Watson return to the city. After an attack by Mysterio, Peter Parker asks Mary Jane a very important question, before going off to battle the Lizard, and later, the Prowler (voiced by StarTrek: Voyager's Tim Russ).

The fifth season of Spider-Man will bring all sorts of Marvel Universe guest-stars and villains as Peter Parker celebrates a big event, and the Secret Wars pull Spidey from Earth! Look for guest shots by the Whizzer, Miss America, Silver Sable, Nick Fury, Captain America, the Wild Pack, Madame Web, the Beyonder, the Fantastic Four, and... Stan Lee? Too wild, true believers.

X-Men

After five hit seasons, Fox Network's mutant warhorses, the X-Men, are headed into rerun-land. Although they initially planned to air them during July and August, Fox now plans to air the final three X-Men episodes in the fall. The series will be shown on Saturdays at 11:00 am, but the mutants will be replaced on the schedule in February by the all-new Silver Surfer series. Meanwhile, here's a rundown of the final three shows:



#74 Hidden Agendas

Sam Guthrie's parents have contacted Professor Xavier about their son's mutant powers. Rogue goes back to the South to check things out and finds Sam living the life she never had. Family and friends support the young "Cannonball," but Rogue must teach him how the rest of the world lives when shadowy Army officials attempt to use the youthful mutant.

#75 Descent

In London England's Victorian era, two scientists hotly debate Charles Darwin's theory of natural selection. The year is 1859, and the men are Dr. James Xavier and Dr. Nathaniel Essex. The latter believes mutants are the next genetic step forward and begins a bizarre experiment involving mutant evolution. The origin of Mr. Sinister is revealed, as Dr. Xavier tries to stop Essex before he goes too far.

#76 Graduation Day

It's the final episode for the X-Men. At a Mutant/Human Relations Summit, Henry Gyrich attacks and cripples Professor Xavier with a psychic energy disrupter. The X-Men and Moira MacTaggert try to save Xavier, but all seems lost. And as hope dims and Marvel guest-stars arrive to say their good-byes, Magneto begins to gather the world's mutants to strike back at humanity!

Other Marvel Toons

With Silver Surfer already on the way for midseason this fall, Fox is already looking at which Marvel projects to pursue next. The four they have a deal to develop are Captain America, Avengers, Thor, and Namor,The Sub-Mariner. Ghost Rider was in development, as a "Baretta-like mystic police drama" for the '90s, but that project seems to have stalled. Other future possibilities in Fox animation include Daredevil.

Marvel Comics' almost-forgotten Mort, The Dead Teenager is being developed as an animated series for UPN and as a live-action movie (see next month).

Even though Fox has stopped production on X-Men as a series, there has been much discussion about doing future mini-series or specials. Solo character mini-series are a possibility, most notably a Wolverine show. Look for some sort of X-Men project for the 1998 fall season.

And finally, Saban has the syndicated one-hour package, X-Men. . . and More! The series will have 52 episodes of X-Men paired with 26 episodes of Fantastic Four and 26 episodes of Iron Man, all reruns from previous seasons. The FF and Iron Man episodes will be part of the "Marvel Super-Heroes Checkerboard." X-Men. . . and More! will air weekdays.

Coming Next Month in Marvel VISION:

What's in your future for Marvel movies and TV shows, Part Two? Be here for a comprehensive guide to every Marvel live-action television project in Hollywood. . . with more than a few surprises!

Andy Mangels has been chronicling the history of comic book movies and TV shows for a variety of magazines over the last decade, as well as writing comics such as Bloodwulf, Sliders, and Star Wars: Boba Fett. Resurrected from the pages of Marvel Age Magazine, Andy Mangels's All-New Reel Marvel will be a semi-regular feature in Marvel VISION. He is also the new co-writer of Marvel's Star Trek: Deep Space Nine, as of issue #10!

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SHOWCASING THE WONDERFULLY TALENTED PEOPLE WHO HELP KEEP THE HOUSE OF IDEAS HAPPENIN', IT'S ...

MARVEL'S UNSUNG HEROES

Real Name: Glynis Oliver
Date of Birth: 10/26/49
Occupation: Colorist (Currently on X-FACTOR)
First Appeared in Marvel Universe: coloring AVENGERS
Base of Operations: Monterey, Massachusetts
Dual Identity: gardener, breath worker, part-time milker of goats
Known Confidants: Len Wein, Marv Wolfman, Roy Thomas, Marie Severin
Major Enemies: blackflies, obnoxious weeds, deadlines, the month of February
Hero Status Verification: Has been contributing to Marvel for 24 years including a 13-year run on UNCANNY X-MEN

HOW DID YOU GET HOOKED ON COMICS?

I WAS A BIG SUPERMAN FAN AT AN EARLY AGE. THAT WAS BEFORE MARVEL, OF COURSE. ANOTHER ONE OF MY FAVORITES WAS LITTLE LULU. I ALWAYS KNEW I WANTED TO BE AN ARTIST AT SOME POINT, BUT AS FAR AS COMICS WENT, IT WAS MORE FOR THE ENJOYMENT OF READING THEM AND NOT FROM THE VIEWPOINT THAT I WOULD BE IN THE BUSINESS.

DID YOU ALWAYS USED TO COLOR INSIDE THE LINES AS A KID?

YES. AND MY ADVICE TO ASPIRING COLORISTS WOULD BE, "DON'T!"

WHAT OTHER WORDS OF WISDOM DO YOU HAVE FOR COLORISTS LOOKING TO BREAK INTO THE INDUSTRY?

LEARN COMPUTER TECHNIQUES! THAT'S THE WAY THE INDUSTRY IS GOING.

WHERE DID YOU LEARN HOW TO COLOR COMICS?

I STUDIED ADVERTISING ART IN COLLEGE. THAT'S ALSO WHERE I MET A FRIEND NAMED LEN WEIN. AFTER WORKING A FEW ADVERTISING JOBS, I GOT WORK DOING PASTE-UPS AND MECHANICALS ON COVERS AT DC. THAT'S WHEN I WAS EXPOSED TO ALL THE DIFFERENT ELEMENTS THAT WENT INTO PRODUCING A COMIC BOOK, INCLUDING COLORING WHICH I ALWAYS THOUGHT WAS THE MOST FUN. IT TOOK A LOT OF PRACTICE AND WORKING ON EXTRA BLANK PAGES THAT I GOT FROM PEOPLE AROUND THE OFFICE, BUT EVENTUALLY I WAS GIVEN A JOB ON AVENGERS BY ROY THOMAS. IT WAS WONDERFUL.

WHAT ELSE HAVE YOU WORKED ON?

X-MEN, X-FACTOR, THOR, FANTASTIC FOUR, WOLVERINE, HULK, SHE-HULK, DAREDEVIL, EXCALIBUR, CONAN, PUNISHER WAR JOURNAL, POWER PACK, SILVER SURFER, DEFENDERS, BLACK PANTHER, SUB-MARINER, NAMOR, CLOAK AND DAGGER, STAR WARS, HOWARD THE DUCK, AND NEW MUTANTS.

WHAT WAS IT LIKE AS A WOMAN PURSUING A CAREER IN COMICS IN THE 1970'S?

HONESTLY, I NEVER HAD ANY DIFFICULTY GETTING INTO COMICS BASED ON MY GENDER. IT WAS TOUGH BUT, LIKE TODAY, ARTISTS WERE RESPECTED FOR THEIR TALENTS. ALSO, THERE WEREN'T MANY WOMEN TRYING TO GET INTO THE INDUSTRY AT THAT TIME. FORTUNATELY, THAT'S CHANGED NOW.

WHICH MEMBER OF X-FACTOR DO YOU RELATE TO MOST?

I REALLY LIKE POLARIS BECAUSE OF HER MAGNETIC POWERS AND THAT GREEN HAIR.

IS THERE ANYTHING SPECIFIC YOU LIKE TO DO WHILE WORKING?

I LIKE LISTENING TO BOOKS ON TAPE. NOTHING IN PARTICULAR, I'LL LISTEN TO ANYTHING I CAN GET. IT'S GREAT BECAUSE SOMETIMES WHEN I'M TRYING TO MEET A DEADLINE, IT HELPS IF I ALSO WANT TO FINISH A CHAPTER AT THE SAME TIME.

DO YOU HAVE ONE THING YOU LIKE TO COLOR IN PARTICULAR?

I LOVE TO DO SNOW SCENES BECAUSE THEY'RE VERY DRAMATIC. ALSO ANYTHING WITH LANDSCAPES OR DEALING WITH NATURE.

DOES YOUR TECHNIQUE VARY WITH DIFFERENT ARTISTS?

I CAN'T HELP BUT CHANGE THE PALETTE AND APPROACH WITH EACH JOB. IT ALWAYS AFFECTS ME. SOMETIMES IT TAKES A WHILE TO GET A FEEL FOR THE ART AND OTHER TIMES IT JUST CLICKS RIGHT AWAY.

WHAT HAS BEEN YOUR WACKIEST COLORING JOB TO DATE?

YEARS AGO, I ACTUALLY WORKED ON A SCIENCE FICTION ADAPTATION THAT TOOK PLACE ON A PLANET WHERE EVERYTHING WAS BLUE. THE GROUND WAS BLUE, THE CHARACTERS WERE BLUE, THE PLANTS WERE BLUE. IN THOSE DAYS, THE VARIATIONS OF A COLOR WERE PRETTY LIMITED SO IT WAS VERY CHALLENGING. I HAD TO KEEP MIXING IN PINKS AND PURPLES TO DISTINGUISH ONE THING FROM THE NEXT.

WHO ARE YOUR HEROES?

LEN WEIN, MARIE SEVERIN, HILDA CHARLTON (MEDITATION TEACHER), CARL JUNG (PSYCHOLOGIST).

–ROBERT PIOTROWSKI

THAT'S ME →
The one in the funny hat!

Around the Office featuring Steve Bunche!!

by [illegible] Hawkins

[illegible]

[illegible]

(SB) I WAS WORKING AS A FREELANCE ILLUSTRATOR IN WESTPORT CT. THERE ARE A LOT OF FREELANCE ILLUSTRATORS IN WESTPORT WHO HAVE BEEN ESTABLISHED OVER THE YEARS. WE'RE TALKING GUYS THAT GO WAY BACK, A LOT OF CARTOONISTS, TOO, SO ESSENTIALLY I WAS SHOOTING MYSELF IN THE FOOT HOPING TO GET WORK THAT THESE GUYS HAD HAD FOR YEARS. A FRIEND OF MINE WAS WORKING IN MARVEL'S BULLPEN AT THE TIME; HE GOT ME A JOB AND I'VE BEEN THERE EVER SINCE. THAT WAS 1990.

[illegible]

(SB) WE STARTED OUT DOING TRADITIONAL MECHANICAL PASTE-UP ART TECHNIQUES, USING WHITE-OUT, RUBBER CEMENT, THINNER, ALL HIGHLY TOXIC. NOW THAT WE'VE ENTERED THE DIGITAL AGE, EVERYTHING THAT USED TO TAKE US FOREVER TO DO BY HAND WE DO ON THE COMPUTER QUICKLY, AND WITH NO RISK TO OURSELVES. COMPOSITING BY COMPUTER LOOKS A LOT CLEANER THAN IF YOU COMPOSITED BY HAND. THE ARTWORK DOESN'T SUFFER AT ALL. (COMPOSITING IS ADDING THE CAPTIONS, SOUND EFFECTS AND THE WORD BALLOONS TO THE SCANNED VERSION OF THE INKED ARTWORK.) CONTRARY TO POPULAR BELIEF FOR THOSE WHO DIDN'T KNOW IT, THE ARTISTS WHO DRAW THE BOOKS DON'T ACTUALLY WORK HERE. WE COORDINATE WHAT THEY'VE SENT IN.

[illegible]

(SB) IT'S NOT QUITE THE ROLLICKING LOONEY BIN THAT IT ONCE WAS, BUT YOU KNOW WE'RE STILL PRETTY LOONEY. EVERYONE WHO IS WORKING IN THE BULLPEN, FOR THE MOST PART, GOT INTO THIS JOB FOR THE LOVE OF COMIC BOOKS, AND WE'RE STILL ESSENTIALLY A BUNCH OF OBSESSED GEEKS.

[illegible]

(SB) I GREW UP WITH SOMETHING OF EVERYTHING. WHEN I WAS A KID, MARVEL WAS PUBLISHING REPRINTS OF SOME OF THEIR EARLY CLASSICS IN MARVEL'S GREATEST COMICS, WHICH WERE FANTASTIC FOUR REPRINTS. YOU CAN'T LOSE WITH THE JACK KIRBY STUFF. I WAS A TOTAL KIRBY SLAVE. IT WAS A GOOD TIME TO GET INTO MARVEL COMICS BECAUSE MORE CLASSIC STUFF WAS READILY AVAILABLE, REPRINT OR NOT.

[illegible]

(SB) WELL, YOU GOTTA SAY STAN AND JACK SIMPLY BECAUSE THEY'RE THE FOUNDATION OF THE MARVEL UNIVERSE; ALL THAT WE HAVE IS BASED ON THEIR STUFF. OUT OF ALL THE LESS OBVIOUS CHOICES, I WAS REALLY A BIG FAN OF DOUG MOENCH AND PAUL GULACY'S MASTER OF KUNG FU, A GREAT BOOK. JIM STARLIN'S WORK ON CAPTAIN MARVEL AND WARLOCK TO THIS DAY AFFECTS ME GREATLY. THIS IS SOME OF THE STUFF THAT MADE ME WANT TO DRAW.

[illegible]

(SB) WHEN I FIRST STARTED THERE, THINGS OBVIOUSLY RAN AS A BUSINESS WILL RUN, BUT YOU NEVER KNEW WHEN THINGS WERE GOING TO HAPPEN. ESSENTIALLY, THE BULLPEN ITSELF WAS WHAT SOME WOULD CALL A DUMPING GROUND FOR THE SOCIALLY DYSFUNCTIONAL; OTHERS WOULD CALL IT A LOOSELY RUN ASYLUM. THERE WAS A GUY THAT USED TO WORK THERE WHO WOULD GET INTO THE SPIDER-MAN OUTFIT FOR THE TOURS. KIDS ABSOLUTELY LOVED HIM, BUT BECAUSE KIDS ARE VERY HARD TO FOOL, HE HAD TO KNOW ALL THE DETAILS OF SPIDER-MAN'S CAREER. THEY'D THROW QUESTIONS AT HIM, AND HE'D ANSWER THEM. THE THING IS, THIS GUY LOOKED ABSOLUTELY RIDICULOUS IN THE SPIDER-MAN COSTUME, HE WAS THIS SCRAWNY LITTLE GUY AND IF HE'D DRONE ON TOO LONG, I'D YELL TO HIM, "HEY, SPIDEY, THE SCORPION IS DOWN AT THE EMPIRE STATE BUILDING, YOU GOTTA TAKE CARE OF HIM." SO THEN HE'D WAVE TO THE KIDS–GOTTA GO, GOOD-BYE, AND HE'D RUN. NOW THE SPIDER-MAN SUIT HAS THESE SLICK SOLES ON THE FEET, AND AS HE WAS TURNING THE CORNER THIS ONE TIME HE SLID INTO A FILING CABINET WITH THIS INCREDIBLE LOUD AND PAINFUL CRASH, AND LET OUT THIS GOD-AWFUL WAIL OF SHEER AGONY. OF COURSE THE KIDS WERE CRACKING UP OVER THIS... THEY LOVED IT.

[illegible]

(SB) ABSOLUTELY. LET'S FACE IT, ANYONE ON THE PLANET WHO KNOWS ANYTHING ABOUT COMICS KNOWS ABOUT THE MARVEL BULLPEN. IF YOU TELL THEM YOU WORK FOR MARVEL, THEY'LL KNOW INSTANTLY WHAT YOU'RE TALKING ABOUT. ALSO, BY BEING THERE, YOU WILL INVARIABLY MEET VARIOUS ARTISTS AND WRITERS, WHATEVER.

MARVEL CHRONICLES 17

1974 PART 1

A New Breed of Hero

In 1974 Marvel was unquestionably on the cutting edge of action-adventure comics. But the problem with pushing the envelope is that sometimes the innovators find themselves moving too far in front of the audience, which takes a while to catch up to them.

Take, for instance, the GHOST RIDER series that debuted in 1972 but did not become one of Marvel's most popular series until the early 1990s. So too in 1974 two characters were created who began as supporting characters with an edge that made them intriguingly different from the super heroes the readership already knew. Both would have to wait for a decade for the rise of a new generation of readers with decidedly different tastes who would make them both stars.

The first of them was the Punisher, who was introduced in AMAZING SPIDER-MAN #129 in a tale written by Gerry Conway and drawn by Ross Andru; it was John Romita, Sr., however, who designed the character's appearance, complete with his now familiar skull costume. With the Punisher, Conway successfully translated the vigilante figure familiar from popular culture sources like *The Executioner* novels into the world of costumed heroes. From his initial appearance, most of the Punisher's character was firmly in place, such as his vision of himself conducting a one-man war against crime.

The one thing strikingly different about the Punisher in his initial appearance is the fact that he is manipulated by an unlikely villain scampering about in a garish green costume. No, this is not the Green Goblin, but his successor as the premier criminal mastermind in Spider-Man's world, the Jackal, who convinced the Punisher that Spider-Man was a criminal who had to be killed.

By the end of the story Spider-Man has exposed the Jackal as the true villain to the Punisher, and the two former enemies found themselves uneasily on the same side. That uneasiness marks a major change in Marvel stories, however. Up until then, heroes in Marvel super hero comics did not kill under any circumstances. Indeed, when the Black Widow even threatened to kill the villain in AVENGERS #37 back in 1967, she was regarded as stepping over the moral line. It had become something of a cliche in comics that an infuriated hero would finally catch up with an archenemy, intent on killing him, and then stop himself at the last moment from doing so, saying that to kill his adversary would make him no better than his enemy was. Even Marvel's Western heroes like Kid Colt and the Rawhide Kid would shoot guns out of the hands of their foes rather than kill them.

Standards had changed considerably when Marvel began publishing CONAN THE BARBARIAN: the Cimmerian never thought twice about slaying his opponents or even of hiring himself out as a mercenary soldier.

The Punisher was bent on acting as judge and jury and killing as many criminals as he could. Spider-Man certainly did not agree with the Punisher's ruthless attitude, but, significantly, he was willing in this story, and in many future ones, to team up with the Punisher against mutual enemies. For example, the Punisher soon returned in AMAZING SPIDER-MAN #134 and 135, in which he and Spider-Man joined forces against the original Tarantula. From the

very start, then, Marvel treated the Punisher not as a villain, but as an antihero; stories did not wholeheartedly approve of his methods, but the reader and Spider-Man often found themselves siding with him.

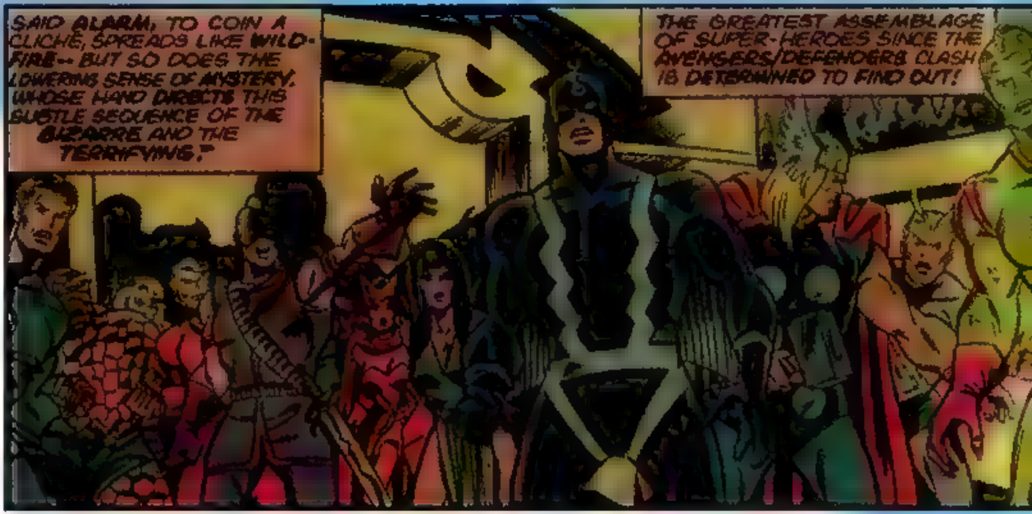
If, as Kurt Busiek and Alex Ross's MARVELS points out, the death of Gwen Stacy (in an earlier story also, significantly, written by Conway) marked the Marvel Universe's loss of innocence, then the introduction of the Punisher as a morally ambiguous hero marked the next major step in the darkening of this fictional world.

For the rest of the 1970s, with exceptions, the Punisher would primarily remain a guest star in the Spider-Man books. In the early 1980s Frank MIller would draw a moral line in DAREDEVIL and brand the Punisher as one of the bad guys. By the end of that decade the Punisher would not only be restored to his role as anti-hero, but would become the star of his own series.

Even in his first appearance, readers might have guessed that the Punisher would eventually star in stories of his own. But what did the first readers of INCREDIBLE HULK #180 think of the character who popped up on the final page? He was short; in fact, he looked like a runt, hardly at all in the mold of the powerfully built super heroes readers already knew. His costume, bright yellow with tiger stripes and tiny black horns, looked rather ugly in its initial appearance. And what kind of super-power was this? Claws? Surely most readers thought that this new character was destined to remain obscure. But this bad-tempered new Canadian hero, Weapon X a.k.a. Wolverine, would in another year be set on the path that would make him one of Marvel's most popular characters.

Roy Thomas, then Marvel's editor-in-chief, was already planning a revival of one of the first super hero series he wrote, The X-Men. His idea was to create a new team of mutants who came from different countries. He suggested to writer Len Wein that he create a Canadian mutant and call him Wolverine, after the vicious little mammal native to Canada and the northern United States. Following the wolverine image, Wein devised this feisty, short fighter; there probably hadn't been such a short super hero since the Golden Age Atom at DC.

Wein's master stroke was equipping Wolverine with his claws, made of adamantium, the unbreakable metal that Thomas had introduced in THE AVENGERS. It was just as surprising back then to see a hero using what were in effect bladed weapons as it was to see the Punisher toting guns. Although it would be years before it was even hinted that Wolverine killed his opponents with his claws, nonetheless it was strange to see a super hero using what were clearly potentially lethal weapons. Again, perhaps swordsman heroes like Conan and Killraven had prepared the way for Wolverine. In any event, the claws clearly gave Wolverine a dangerous edge other characters of the early 1970s lacked.



The two-parter in INCREDIBLE HULK #180-181, written by Len Wein, drawn by Herb Trimpe and inked by the late Jack Abel, was not really even about Wolverine. The Hulk found himself in Canada, where he encountered a super-strong monster called the Wendigo. This creature was actually a human being named Paul Cartier, who, lost in the snowy wilderness, was forced to eat human flesh from a corpse to survive. (The Marvel Universe was certainly getting darker fast! I'm still surprised this got past the Comics Code!) This sin brought on a supernatural curse which transformed Cartier into the savage, mindless Wendigo, a variation on the sasquatches of legend. Cartier's sister Marie and his friend Georges Baptiste, who was deeply and unrequitedly in love with her, had traveled into the wild to perform a spell that could cure the Wendigo.

Meanwhile, the Canadian government sent Wolverine in to deal with these two monsters. Even then Wolverine's claws were described as made of unbreakable adamantium, making them tough enough to pierce even the Hulk's hide. Though Wolverine was identified as a mutant, there was no mention of his fast healing factor. And it would not be for a few more years that it would be clearly established that Wolverine's claws were part of him and not part of his costume.

After fighting each other to no avail, the Hulk and Wolverine joined forces against the Wendigo, but the matter was finally resolved when Baptiste, pathetically devoted to making Marie happy,

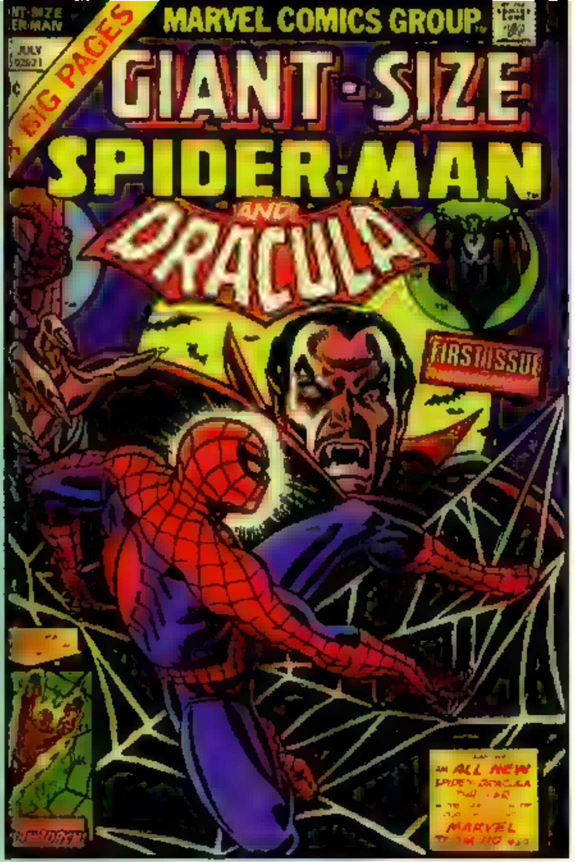
sacrificed himself in casting the spell. Paul Cartier regained his human form, but Baptiste was transformed into a Wendigo in his place.

In retrospect, the debuts of the Punisher and Wolverine were the most important events that year in the Hulk and the Spider-Man books. But it did not seem that way at the time. No doubt readers were more impressed by AMAZING SPIDER-MAN #136, in which the now-insane Harry Osborn first appeared in his supposedly deceased father's guise as the Green Goblin. And in one of the sillier plot twists in Spider-Man history, Doctor Octopus nearly married Peter's Aunt May in order to get control of a nuclear power plant she had just inherited! Let's face it: May was sometimes portrayed as being downright stupid back then. She was dressed in a wedding gown about to go through her vows with Doc Ock when Spidey interrupted the ceremony in the nick of time. The nuclear plant was soon afterwards destroyed in an explosion. But the question remains: who the heck is this unknown deceased relative of Peter's who originally owned the plant? Don't expect anyone to ever solve this mystery; it's best left forgotten.

Similarly, MARVEL TEAM-UP featured another of Marvel's all-time silliest stories. [Which was highlighted in VISION #3. -Tim] In issue #28 Spider-Man teamed up with Hercules against the mysterious City Stealers, who towed Manhattan out to sea. So at the climax of the story Hercules tows the entire island back! Now, Herc is strong, but this is ridiculous! Wiser heads at Marvel later declared MARVEL TEAM-UP # 28 as no more than a tall tale Herc told while he was drunk!

That year TEAM-UP also introduced another long-running foe of Spider-Man, as scientist Dr. Vincent Stegron used DNA from dinosaurs from the Savage Land to mutate himself into the reptilian Stegron the Dinosaur Man in issue #19.

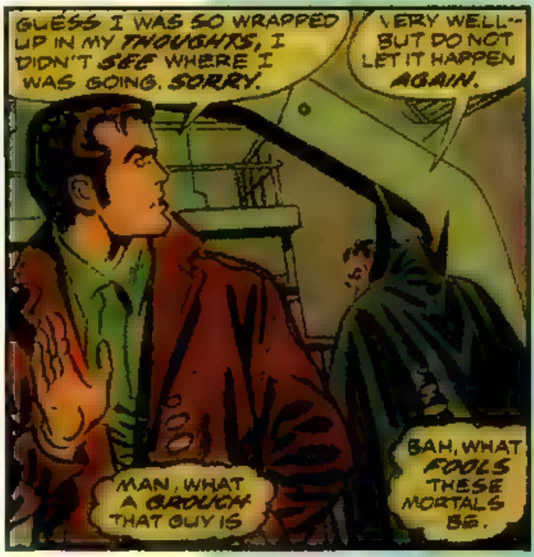
Marvel was continuing to expand its output, adding a third Spider-Man title: a quarterly 48-page comic that was actually a larger version of MARVEL TEAM-UP, pairing the web-slinger with other Marvel stars. (As you can see, the traditional idea that Spider-Man was a loner was by now taking a considerable beating.) Originally known as GIANT-SIZE SUPER-HEROES, the book started over again with issue #1 the following month as



GIANT-SIZE SPIDER-MAN, with an unusual story in which Spider-Man co-starred with Dracula, but the two never actually met. The rationale was that it was believed that too closely mixing Dracula's world of classic horror and Spider-Man's world of science-fictional super heroes would undercut the tone of both.

If one Marvel series was abruptly cancelled, writers tried to wrap up the storyline in another series. Hence, after THE POWER OF. . .WARLOCK suddenly bit the dust in 1973, the Hulk journeyed to Counter-Earth, a duplicate of Earth then positioned on the opposite side of the sun, in issue #176. Over that issue and the next two the Hulk bore witness to the end of Adam Warlock's mission as Counter-Earth's Messiah, as, inevitably, his satanic nemesis, the Man-Beast, had this godlike being crucified. It should not surprise anyone that Warlock soon rose from the dead and triumphed over his enemies. Warlock thereupon left Counter-Earth (which would eventually be towed off to a distant solar system!), soon to begin radically different adventures under the aegis of Jim Starlin.

Back on Earth the Hulk's perennial nemesis General "Thunderbolt" Ross was being overshadowed by Colonel Jack Armbruster, a new character outwardly somewhat reminiscent of Vietnam War-era military men like General William Westmoreland. Still without their own series, three of the X-Men—Professor X, Cyclops, and Marvel Girl—turned up to take the Juggernaut prisoner after his first bout against the Hulk in issue #172. And a long-running gag was born in issue #182 when a now somewhat embarrassing character named Crackajack Jackson introduced the Hulk to what became the green goliath's favorite food: beans. [Check out VISION #5. -Me again]



It looked as if Reed and Sue Richards were headed for divorce until their former foe, the Sub-Mariner, staged a fake attack that brought them back together again in issue #148. Sue would not rejoin the team, however, until the following year, and so the Inhuman Medusa continued filling her place in the Fantastic Four.

As if continuing the theme of romance, Medusa's sister Crystal married the mutant Avenger

Quicksilver in a crossover tale that spanned FANTASTIC FOUR #150 and AVENGERS #127. And the year of silly stories continued unabated in issue #151 as Thundra, the super-strong woman from an alternate future introduced two years earlier, encountered her personal nemesis, a brutal male heavy-handedly named Mahkizmo.

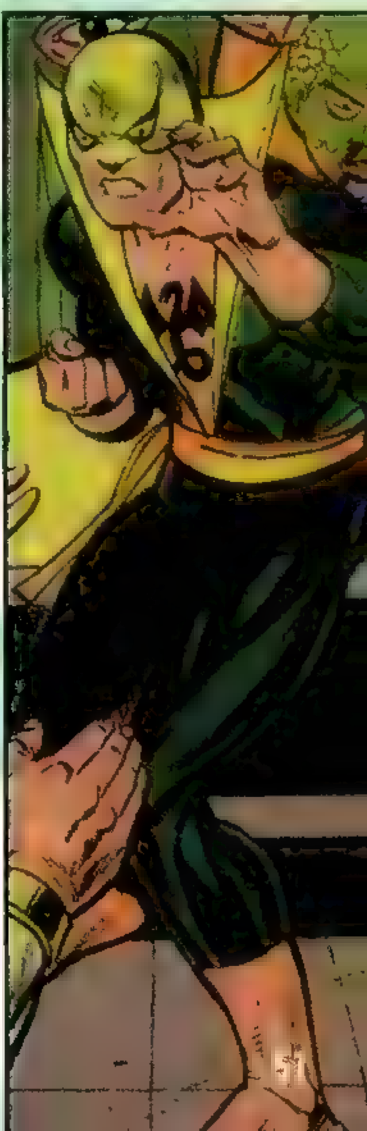
Although she never became the star of her own comic book, Thundra was still important because she represented a considerable change in the depiction of women. Most super heroines up to that point relied on powers like invisibility or casting hexes; Marvel did not have any analogue to DC's super-strong Amazon Wonder Woman. Thundra, billed as a "Femizon," was the first of a new kind of super heroine: not only was she superhumanly strong, but—in sharp contrast to Wonder Woman, who had a model's build —Thundra was formidably tall and muscular. From now on there was a Marvel heroine who could hold her own in fisticuffs with the super-strong Marvel heroes.

More interesting than FANTASTIC FOUR that year was the brand new series MARVEL TWO-IN-ONE, which teamed the Thing up with different Marvel characters. Writer Steve Gerber soon made the Thing the unwilling guardian of Wundarr, the alien he had created in the Man-Thing series: a super-strong adult with a baby's mind. Quickly thereafter the Thing and Captain America journeyed into the far future to aid the Guardians of the Galaxy in their war to free Earth from conquest by the alien Badoon.

It was a less than memorable year for the Golden Avenger Iron Man who found himself in stories that aimed high but fell disappointingly short. The mysterious but rather tedious Black Lama had set his War of the Super-Villains in motion, pitting Marvel's two foremost villains in the style of Fu Manchu against each other: the Yellow Claw and the Mandarin.

This was the same year that another "Iron" character was unveiled in MARVEL PREMIERE #15: the martial artist Iron Fist, created through a collaboration among Roy Thomas, Gerry Conway, Gil Kane, and Bill Everett. Whereas Shang-Chi, the Master of Kung Fu, operated in the world of the Fu Manchu novels, Iron Fist was Marvel's successful attempt to synthesize a martial arts hero with a costumed super hero.

Oddly, although the company had pioneered the use of African-American characters, Marvel circa 1974 seemed uncomfortable with building a series around an Asian character. Shang-Chi was established as being half-Caucasian; perhaps because they realized this was a mistake, writers never again referred to his Western mother after her initial appearance. Similarly, Iron Fist was Danny Rand, a Caucasian-American who had been brought up in K'un-L'un, one of the many fictional Asian lands inspired by Shangri-La from the novel and film *Lost Horizon*. Located in another dimension, K'un-L'un was allegedly only accessible from Earth every ten years of Marvel time, although in over twenty years of real time since, Iron Fist and others have managed to surmount this impassable barrier an astonishing number of times.



Through slaying a dragon and taking hold of its heart, Danny gained the power of the "iron fist," enabling him to give the blows of his fist superhuman force.

Danny's mother and father had been killed through the treachery of the latter's partner, Harold Meachum. Bent on avenging his parents' deaths, Iron Fist left K'un-L'un, effectively exiling himself for a decade, in order to hunt Meachum down and kill him. The masked avenger came to New York City where in the initial issues he faced numerous martial arts opponents sent to stop him.

Finally, Iron Fist confronted Meachum, only to find him a sick, crippled old man weighed down by his own guilt. It was 1974, and the Punisher's time had not yet come in the world of comics. Realizing that killing the pathetic Meachum was both useless and wrong, Iron Fist gave up the quest that had obsessed him since childhood. Ironically, a mysterious ninja then killed Meachum, and his daughter Joy blamed Iron Fist, setting up the next year's stories.

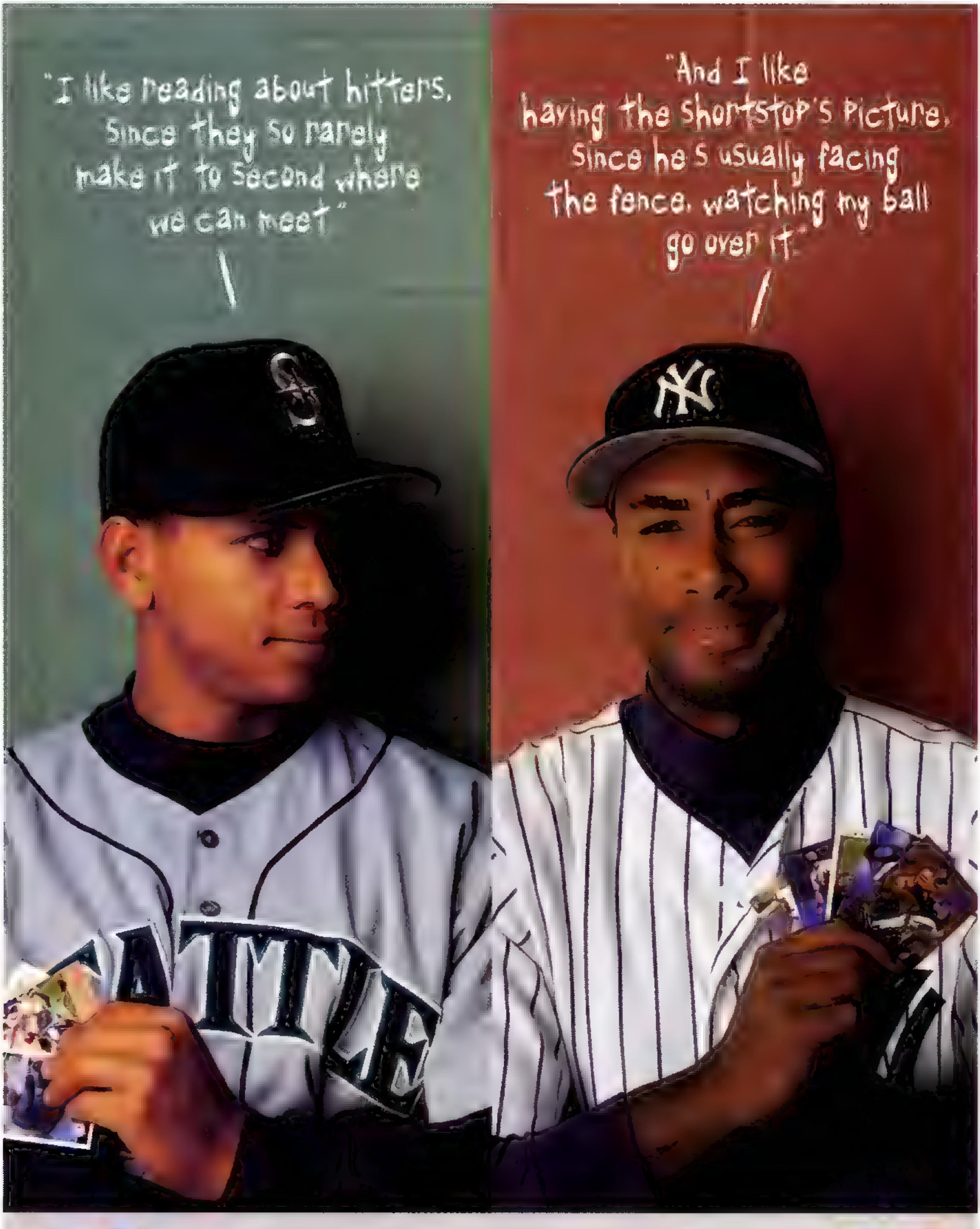
Soon after arriving in New York, Iron Fist made friends with Colleen Wing, herself an accomplished martial artist. Under her encouragement, he removed his mask at the close of one issue, ready to start a new life. There was more to life than revenge, and the Marvel Universe, though significantly darker, still shone with the light of redemption.

—Peter Sanderson

NEXT: 1974 continues, with Howard the Duck at the Congress of Realities, Doctor Strange meeting a talking caterpillar, the Celestial Madonna saga, and Captain America's new costumed identity!

Alex Rodriguez, Seattle Mariners

Bernie Williams, New York Yankees



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HEROES

ON SALE SEPTEMBER 3

DAREDEVIL NO.369
JOE KELLY/ARIEL OLIVETTI

THE MORTALLY WOUNDED DAREDEVIL FINDS HIMSELF LITERALLY FIGHTING FOR HIS LIFE AS HE RISKS ALL TO SAVE HIS EX-LOVER, **THE BLACK WIDOW!** STANDING IN HIS WAY: THE RUSSIAN MOB AND THEIR NEW "HEAVIES"- **VANGUARD, DARKSTAR AND URSA MAJOR,** FORMERLY KNOWN AS **THE SOVIET SUPER SOLDIERS!** AND DONT MISS DAREDEVIL IN ELEKTRA #12 AND WHAT IF? #102! 1.99

FANTASTIC FOUR NO.13
JAMES ROBINSON/MIKE WIERINGO

THIS LUCKY 13TH ISSUE WRITTEN BY FAN-FAVORITE JAMES ROBINSON KICKS OFF THE MARVEL/WILDSTORM CROSSOVER! JUST AS OUR HEROES RECOVER FROM LAST MONTH'S WAR WITH GALACTUS, A CATACLYSMIC EVENT TEARS A RIFT IN THE NEGATIVE ZONE CAUSING A MERGER BETWEEN THE HEROES REBORN CHARACTERS AND THOSE FROM THE WILDSTORM UNIVERSE! IN PART 1 OF THIS FOUR-PART THRILLER, **THE FANTASTIC FOUR MELD WITH THE WILDC.A.T.S.! *CONTINUED IN AVENGERS #13!*** 1.99

KA-ZAR NO.7
MARK WAID/ANDY KUBERT/JESSE DELPERDANG

PURSUED BY PARNIVAL PLUNDER'S TROOPS, CUT OFF FROM KA-ZAR, SHANNA FIGHTS ALONE! IT BECOMES A STREET STAMPEDE WHEN THE SHE-DEVIL STAGES A JAIL-BREAK FOR ALL THOSE CAGED ANIMALS OF THE BRONX ZOO! PLUS: MORE ON PARNIVAL'S MYSTERIOUS, *MEGA-POWERFUL* ALLY AND HIS MASTER PLAN! BUT WAIT, THE ACTION DOESN'T STOP THERE - **FOLLOW THE FUN INTO KA-ZAR '97!** . . . 1.99

ON SALE SEPTEMBER 10

ALPHA FLIGHT NO.4
STEVEN T. SEAGLE/SCOTT CLARK/CHRIS CARLSON

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AVENGERS NO.13
JAMES ROBINSON/MIKE RYAN

CONTINUED FROM FANTASTIC FOUR #13 THE LUCKY 13TH ISSUE WRITTEN BY JAMES ROBINSON! JUST AS OUR HEROES RECOVER FROM LAST MONTH'S WAR WITH GALACTUS, A CATACLYSMIC EVENT TEARS A RIFT IN THE NEGATIVE ZONE, AND THE CHARACTERS OF THE HEROES REBORN WORLD *MERGE* WITH THOSE OF THE WILDSTORM UNIVERSE! IN PART 2 OF THIS FOUR-PART THRILLER, **THE AVENGERS MORPH WITH STORMWATCH! *CONTINUED IN IRON MAN #13!*** 1.99

GHOST RIDER NO.90
IVAN VELEZ JR./JAVIAR SALTERES/ANDREW PEPOY

IT'S A RETURN TO GREATNESS AS JAVIAR SALTERES JUMPS BACK ONBOARD TO KICK OFF CHAPTER 1 OF THE FOUR-PART "LAST TEMPTATION" STORYLINE! HAVING CREATED FOUR NEW SPIRITS OF VENGEANCE, **BLACKHEART** OFFERS GHOST RIDER A CHOICE: LEAD THEM OR BE REPLACED! AND IF GR GOES ALONG WITH IT, THE DEMON-KING WILL GRANT HIM A NEW HUMAN HOST BODY! BUT WHAT WILL HAPPEN TO DAN KETCH IF HIS CONNECTION TO GHOST RIDER IS SEVERED FOREVER? 1.99

ON SALE SEPTEMBER 10

JOURNEY INTO MYSTERY NO.514
STARRING SHANG CHI
BEN RAAB/BRYAN HAGAN/VINCE RUSSELL

THE STORY: IN THIS THREE-PART ADVENTURE, THE MASTER OF KUNG FU RETURNS TO HONG KONG TO FIND INNER PEACE AND KICK SOME SERIOUS BUTT! HAVING SEEN NEWER, MORE POWERFUL WARRIORS RISE TO BATTLE EVIL, **SHANG CHI** CONCLUDES THAT HE CAN DO THE MOST GOOD AS A SMALL FORCE STRIKING FOR POSITIVE CHANGE ON A GRAND SCALE. AND WHAT BETTER PLACE FOR HIM TO START THAN IN HONG KONG? AS RADICAL SOCIO-POLITICAL AND ECONOMIC EVOLUTION ROCKS THIS EXOTIC LAND, THE HEADS OF THE ASIAN UNDERWORLD CONSOLIDATE UNDER A MYSTERIOUS NEW LEADER, THE WOMAN KNOWN ONLY AS **THE CURSED LOTUS!** THEIR GOAL: TO DESTROY THE INFRASTRUCTURE OF THIS VULNERABLE TERRITORY THROUGH THE SPREAD OF A DEADLY NARCOTIC CALLED WILD TIGER!

THE CHARACTERS: SHANG CHI, FRESH FROM HIS RECENT ADVENTURE IN X-MEN #62-64, TAKES THE SPOTLIGHT IN THIS FIRST THREE-PART STORY. FUTURE ARCS WILL STAR A MIX OF CLASSIC FAVORITES AND ALL-NEW, NEVER-BEFORE-SEEN CHARACTERS! 1.99

ON SALE SEPTEMBER 17

HEROES FOR HIRE NO.5
JOHN OSTRANDER/PASCUAL FERRY/JAIME MENDOZA

CHAPTER 1 OF A TWO-PART MINI-EPIC TIED TO HEROES RETURN! SERSI, THE ETERNAL PARTY GIRL, AND FORMER LOVER OF THE BLACK KNIGHT, IS BACK! WITH HER SHE BRINGS NEWS OF A THREAT TO ALL OF EXISTENCE, AND THE ONES RESPONSIBLE ARE HER PEOPLE'S ANCESTRAL ENEMIES THE DIABOLICAL DEVIANTS! IT ALL LEADS TO THE MOST DANGEROUS MISSION YET! PLUS: MORE ON THE MYSTERY OF IRON FIST & WHITE TIGER, THE RESOLUTION TO THE SERSI/BLACK KNIGHT BOND, AND A COVER THAT FITS TOGETHER TO NEXT ISSUE'S TO FORM ONE GONZO BATTLE SHOT! 1.99

INCREDIBLE HULK NO.458
PETER DAVID/ADAM KUBERT/MARK FARMER

DRAINED BY HIS DIVIDED EXISTENCE IN THE HEROES REBORN UNIVERSE, THE HULK LIES AT DEATH'S DOOR, AND **MERCY** AIMS TO DROP KICK HIM THROUGH! PLUS: ARE WE HEADING CLOSER TO THE REALITY REVEALED IN FUTURE IMPERFECT? WITH RICK JONES STARING AT LIFE IN A WHEEL CHAIR, IT CERTAINLY LOOKS THAT WAY!....................1.99

IRON MAN NO.13
JAMES ROBINSON/LARRY STROMAN

CONTINUED FROM AVENGERS #13, THE LUCKY 13TH ISSUE WRITTEN BY JAMES ROBINSON! JUST AS OUR HEROES RECOVER FROM LAST MONTH'S WAR WITH GALACTUS, A CATACLYSMIC EVENT TEARS A RIFT IN THE NEGATIVE ZONE, AND THE CHARACTERS OF THE HEROES REBORN WORLD *MERGE* WITH THOSE OF THE WILDSTORM UNIVERSE! IN PART 3 OF THIS FOUR-PART THRILLER, **IRON MAN FUSES WITH WETWORKS!** ***CONTINUED IN CAPTAIN AMERICA #13!***.....................1.99

ORIGINS OF MARVEL COMICS
TRADE PAPERBACK
VARIOUS

REPRESENTING THE FONDLY REMEMBERED, EVERGREEN TRADE PAPERBACK, NOW UPDATED AND EXPANDED! THE FANTASTIC FOUR. THE HULK. THOR. DOCTOR STRANGE. SPIDER-MAN. THEY ARE THE LEGENDARY CHARACTERS THAT LAUNCHED THE MARVEL AGE OF COMICS. NOW READERS OF ALL AGES CAN LEARN HOW THESE ICONS SPRANG TO LIFE AS WE COLLECT FANTASTIC FOUR #1, INCREDIBLE HULK #1, JOURNEY INTO MYSTERY #83, STRANGE TALES #110 & #115 AND AMAZING FANTASY #15 IN A 256-PAGE VOLUME. AS A BONUS, EACH ORIGIN IS ACCOMPANIED BY A CONTEMPORARY TALE STARRING THESE HALL OF FAME HEROES. FEATURING THE WORK OF SUCH CREATIVE GIANTS SUCH AS **STAN LEE, STEVE DITKO** AND **JACK KIRBY!** 24.99

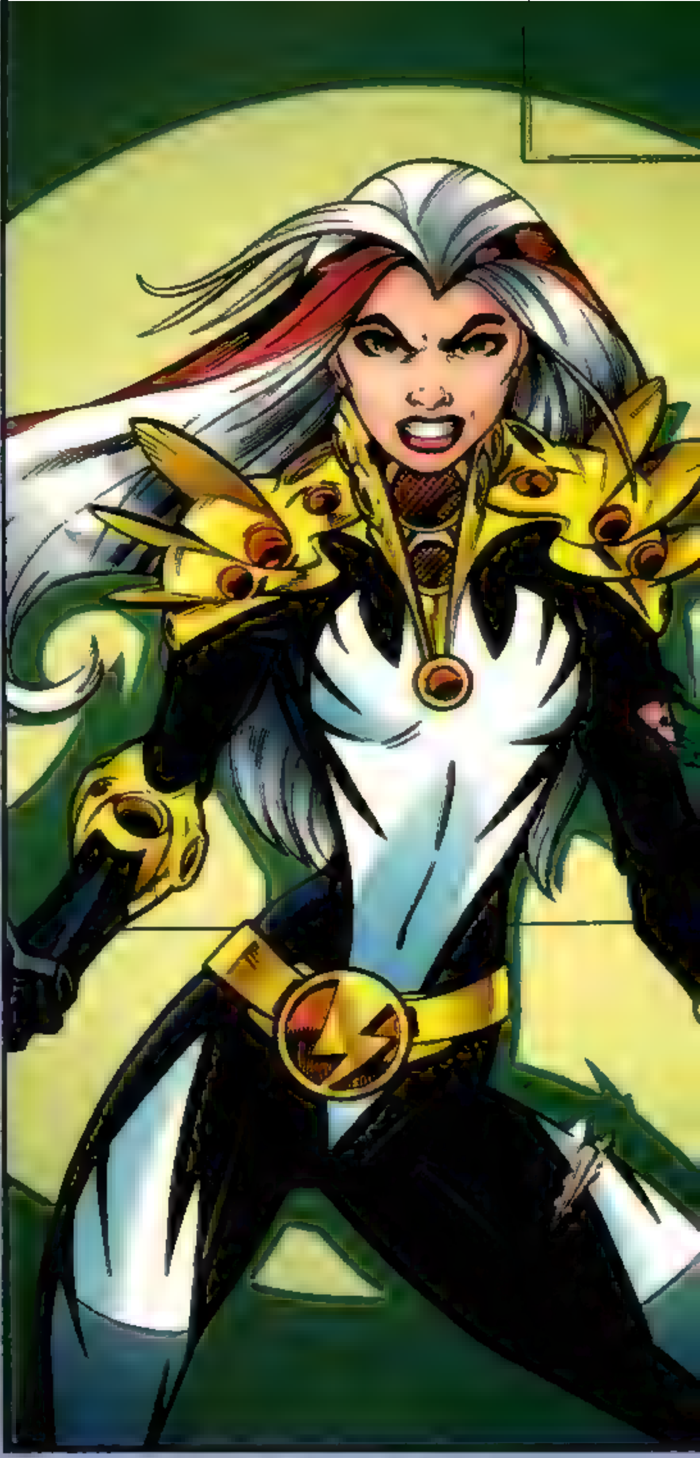
ON SALE SEPTEMBER 17

THUNDERBOLTS NO.8
KURT BUSIEK/MARK BAGLEY/VINCE RUSSELL

THE CLIMAX TO THE THUNDERBOLTS' FIRST MULTI-PART EPIC! SEPARATED FROM THEIR LEADER, THE THUNDERBOLTS FIND THEMSELVES TRAPPED WITHIN THE CITADEL OF THE ELEMENTS OF DOOM! WITH HER TEAMMATES HELD PRISONER, SONGBIRD MUST FLY SOLO! BUT CAN SHE ALONE SAVE THE DAY? AND, WILL CITIZEN V LEND A HAND, OR WILL HE WRITE OFF THE T-BOLTS AS CASUALTIES OF WAR?..........*.99*

WHAT IF? NO.102
STARRING DAREDEVIL
COVER BY LEONARDO MANCO
BILL ROSEMANN/HECTOR COLLAZO

WHAT IF DAREDEVIL'S DAD *HAD* THROWN THE BIG FIGHT? WHEN DOWN-ON-HIS-LUCK BOXER "BATTLIN'" JACK MURDOCK WAS MURDERED BECAUSE HE REFUSED TO TAKE A DIVE, HIS SON, MATT MURDOCK, SOUGHT BLIND JUSTICE AS THE COSTUMED CRIMEFIGHTER KNOWN AS DAREDEVIL. BUT WHAT WOULD HAVE HAPPENED IF JACK MURDOCK TOOK THE MONEY AND TOOK A DIVE? AND IF HE DID, WHY IS MATT NOW SITTING ON DEATH ROW FOR A CRIME HE MIGHT NOT HAVE COMMITED? *DAILY BUGLE* REPORTER **BEN URICH** SEARCHES FOR THE TRUTH AS HE INVESTIGATES THE LIVES OF **DAREDEVIL, ELEKTRA AND THE KINGPIN** IN A TALE OF FATE, REVENGE AND REDEMPTION!..........*1.99*



ON SALE SEPTEMBER 24

CAPTAIN AMERICA NO.13
JAMES ROBINSON/RON LIM

CONTINUED FROM IRON MAN #13 THE LUCKY 13TH ISSUE WRITTEN BY JAMES ROBINSON! JUST AS OUR HEROES RECOVER FROM LAST MONTH'S WAR WITH GALACTUS, A CATACLYSMIC EVENT TEARS A RIFT IN THE NEGATIVE ZONE AND THE CHARACTERS OF THE HEROES REBORN WORLD *AMALGAMATE* WITH THOSE OF THE WILDSTORM UNIVERSE! IN THE CONCLUSION OF THIS FOUR-PART SAGA, **CAPTAIN AMERICA COMBINES WITH DEATHBLOW!**..........*1.99*

DEADPOOL NO.10
JOE KELLY/ED MCGUINNESS/NATHAN MASSENGILL

GUEST-STARRING THE G.L.A. *THE GREAT LAKES AVENGERS!* DEADPOOL THINKS HE'S IN FOR A RELAXING DAY WHEN HE TAKES BLIND ALFRED TO THE AQUARIUM, BUT WHEN THE MIDWEST'S MIGHTIEST HEROES HIT THE SCENE, YOU KNOW SOMEBODY'S GOING TO END UP ALL WET!..........*1.99*

ELEKTRA NO.12
PETER MILLIGAN/MIKE DEODATO JR.

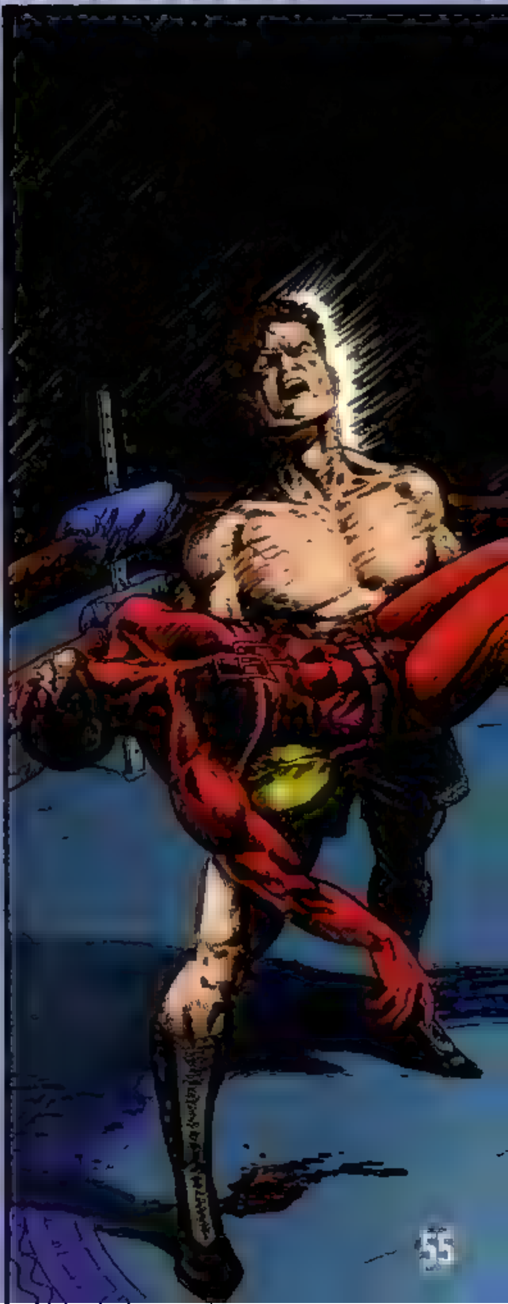
AT LONG LAST ELEKTRA COMES FACE-TO-FACE WITH DAREDEVIL! IN PART 2 OF "AMERICAN SAMURAI" THE MYSTERIOUS VIGILANTE FINALLY COMES TO HIS BREAKING POINT AND CRACKS LIKE AN EGG! WILL HE KILL AGAIN, OR CAN DAREDEVIL AND ELEKTRA REACH HIM FIRST? THEY MAY NOT AGREE ON THE BEST WAY TO DEAL WITH HIM, BUT IT LOOKS LIKE MARVEL'S MOST COMBUSTABLE COUPLE ARE FALLING IN LOVE ALL OVER AGAIN!..........*1.99*

KA-ZAR '97
BRIAN VAUGHN/WALTER MCDANIEL

THE LORD OF THE SAVAGE LAND SWINGS INTO HIS OWN ANNUAL! FEATURING THE RETURN OF LONG-TIME KA-ZAR NEMESIS, **GARROK** THE PETRIFIED MAN! PLUS: FIND OUT HOW **PARNIVAL PLUNDER** AND HIS COSMIC CO-HORT HOOKED UP! IT'S A 48-PAGE ADVENTURE WITH DIRECT TIES TO THE KA-ZAR ONGOING SERIES THAT LEADS RIGHT INTO THE BIG REVELATION OF WHO'S REALLY BEHIND PARNIVAL'S SINISTER SCHEME!..........*2.99*

MARVEL VISION NO.24

SUPER-SONIC SECOND ANNIVERSARY! GET THE BEHIND-THE-SCENES LOWDOWN ON **HEROES RETURN**, THE ALL-NEW **CONAN** LIMITED SERIES, THE **STAR TREK: KLINGON DAY OF HONOR** ISSUE OF STAR TREK UNLIMITED AND **X-FORCE #75** IN THIS 64-PAGE BLOWOUT!..........*1.99*



ON SALE SEPTEMBER 24

QUICKSILVER NO.1

WRAPAROUND COVER BY CASEY JONES,
ROB HANES & JASON MARTIN
TOM PEYER/CASEY JONES & ROB HAYNES/JASON MARTIN

THE HOOK: HE'S BEEN A MEMBER OF EVERYTHING FROM THE BROTHERHOOD OF EVIL MUTANTS TO THE AVENGERS TO X-FACTOR, NOW THE SON OF MAGNETO MUST LEAD HIS OWN TEAM IN THIS ALL-NEW MONTHLY SERIES!

THE STORY: STILL RECOVERING FROM THE LOSS OF HIS WIFE (THE INHUMAN KNOWN AS CRYSTAL) AND SISTER (THE AVENGER NAMED SCARLET WITCH) TO THE WAR WITH ONSLAUGHT, **QUICKSILVER** IS MORE ALONE NOW THAN EVER. TO HELP RAISE HIS DAUGHTER LUNA, HE RETURNS TO WUNDAGORE MOUNTAIN TO COMFORT HIS SURROGATE FATHER, THE ENIGMATIC **HIGH EVOLUTIONARY**. BUT NOW, **EXODUS** (THE MAD MUTANT WHO HAS CLAIMED THE THRONE OF **MAGNETO**) HAS MOBILIZED AN ARMY OF SUPER-POWERFUL **ACOLYTES** TO LAUNCH AN ALL-OUT ASSAULT ON THE MOUNTAIN! STANDING AGAINST HIM: THE EVOLUTIONARY'S PERSONAL GUARD, THE BESTIAL **KNIGHTS OF WUNDAGORE**! BUT THEY CAN'T REPEL THE ATTACK ALONE. THEY NEED THE ONLY MAN THE EVOLUTIONARY TRUSTS: QUICKSILVER HIMSELF! THIS WAR OF MUTANTS, HUMANS AND ANIMAL-MEN WILL LEAD TO A MAJOR STATUS QUO CHANGE FOR QUICKSILVER AND THE ENTIRE MARVEL UNIVERSE!

THE CHARACTER: PIETRO MAXIMOFF IS KNOWN FOR TWO THINGS: HIS QUICK FEET AND HIS QUICK TEMPER. HE IS A LIVING SYMBOL OF THE CONFLICTS RAGING IN THE MARVEL UNIVERSE. HIS FATHER AND HIS SISTER ARE MUTANTS. HIS WIFE IS AN INHUMAN. HIS TEAMMATES HAVE INCLUDED LIVING LEGENDS, ETERNALS AND THUNDER GODS. AND EVEN AS HE FOUGHT ALONGSIDE THEM, HE ALWAYS STOOD ABOVE, BELIEVING HE WAS GREATER THAN THE VARIOUS RACES OF THE WORLD. THINGS HAVE CHANGED. THE REBEL WHO ONCE RAN FROM HIS FATHER MUST NOW BECOME A FATHER TO A LITTLE GIRL WHO IS WHAT HE HAS ALWAYS FOUGHT: HUMAN. WHETHER IN MANHATTAN OR ON THE DARK SIDE OF THE MOON, QUICKSILVER WAS ALWAYS AN OUTSIDER, SEPARATE AND ALOOF. BUT NOW, FOR THE SAKE OF HUMANITY, HE MUST JOIN A NEW FAMILY. HE MUST ACCEPT THE MANTLE OF LEADERSHIP TO A TEAM COMPRISED OF WHAT MAY BE THE *ULTIMATE* OUTSIDERS!

THE CREATORS: WRITER **TOM PEYER** IS KNOWN TO READERS FROM HIS WORK ON TITLES SUCH AS MARVEL TEAM-UP, MAGNETO AND THE MAGNETIC MEN AND LEGION OF SUPER HEROES. THE ART TEAM OF **CASEY JONES, ROB HAYNES** AND **JASON MARTIN** HAVE RECENTLY WORKED TOGETHER ON CABLE & X-FORCE '97 AND EXCALIBUR MINUS 1.

THE FORMAT: THIS DOUBLE-SIZED, 48-PAGE EXTRAVAGANZA SPORTS A WRAPAROUND COVER.

THE LEAD-IN: EVENTS IN EXCALIBUR #113 LEAD READERS DIRECTLY TO THIS DEBUT ISSUE...*2.99*

SILVER SURFER NO.133

J.M. DEMATTEIS/PAUL PELLETIER/MATT RYAN

FEATURING THE CONCLUSION TO THE SILVER SURFER/SORRENTINO/PUPPET MASTER STORYLINE! SORRENTINO'S MADE HER MOVE TO CONTROL THE SURFER BUT CONTROLLING A WIELDER OF THE POWER COSMIC CAN PROVE DEADLY!................*1.99*

SPIDER-MAN

ON SALE SEPTEMBER 3

MARVEL TEAM-UP NO.3
STARRING SPIDER-MAN & SANDMAN

TOM PEYER/DARICK ROBERTSON/AL WILLIAMSON

AFTER LAST MONTH'S ADVENTURE, SPIDER-MAN FINDS HIMSELF STRANDED IN GREECE! WHAT TO DO? ASK SYMKARIA'S **SILVER SABLE** FOR A RIDE HOME, OF COURSE! BUT THE LIFT COMES AT A PRICE, AS SPIDEY FINDS HIMSELF RIDING SHOTGUN ON A LETHAL ASSIGNMENT WITH HER OPERATIVE-AND HIS FORMER *ENEMY* **-SANDMAN!**...*1.99*

THE SENSATIONAL SPIDER-MAN NO.21

TODD DEZAGO/MIKE WIERINGO/RICHARD CASE

WHO OR WHAT ARE **THE TECHNOMANCERS**? FIND OUT AS A NEVER-BEFORE-SEEN SUPERNATURAL FORCE SUCKS PETER PARKER AND INTO A MAGICAL WEB FROM WHICH EVEN SPIDER-MAN CANNOT ESCAPE!..*1.99*

ON SALE SEPTEMBER 10

THE AMAZING SPIDER-MAN NO.428

TOM DEFALCO/STEVE SKROCE/BUD LAROSA

IT'S SPIDER-MAN'S SHOWDOWN WITH THE DEADLY DOCTOR OCTOPUS! MEANWHILE, THE BLACK TARANTULA COMES TO NEW YORK TO MAKE SPIDEY'S LIFE EVEN MORE MISERABLE! AND IN-BETWEEN THE FIRE-WORKS, PETER AND MARY JANE HAVE A TRULY BIZARRE DISCUSSION ABOUT DOC OCK'S RESURRECTION AND THEIR RECENT TRAGEDY..*1.99*

ON SALE SEPTEMBER 17

PETER PARKER, SPIDER-MAN NO.85

HOWARD MACKIE/JOHN ROMITA JR./SCOTT HANNA

WHEN THE FRIENDS OF HUMANITY LAUNCH A NEFARIOUS PLOT AGAINST *MUTANTS*, THEY FIND THEIR MAD PLOT BLOCKED BY A *MAN* NAMED PETER PARKER, A.K.A. SPIDER-MAN!..............*1.99*

ON SALE SEPTEMBER 24

THE SPECTACULAR SPIDER-MAN NO.251

J.M. DEMATTEIS/LUKE ROSS/DAN GREEN

WITH THE RETURN OF **NORMAN OSBORN** CAUSING MULTIPLE PROBLEMS FOR PETER PARKER, THE ALSO "RETURNED" **KRAVEN THE HUNTER** HAS SET HIS SIGHTS ON SPIDEY AND WON'T REST UNTIL HE'S DEAD! BUT IS HE THE ORIGINAL KRAVINOFF, SUPPOSEDLY DECEASED, OR SOME NEW KRAVEN WITH AN EVEN MORE FRIGHTENING IDENTITY?.....................*1.99*

ON SALE SEPTEMBER 24

SPIDER-MAN UNLIMITED NO.18

TOM DEFALCO/JOE BENNET/JOE PIMENTEL

HE RETURNED IN THE PAGES OF *AMAZING SPIDER-MAN*, NOW GET A UNIQUE LOOK AT THE DASTARDLY DOCTOR OCTOPUS! TOLD FROM THREE DIFFERENT PERSPECTIVES, THIS 48-PAGE TALE DELIVERES A FULLY-ROUNDED EXAMINATION OF THIS VERY BIZARRE BAD-GUY. IF YOU THOUGHT YOU KNEW ALL THERE WAS ABOUT DOC OCK, YOU AIN'T SEEN NOTHIN' YET! FOREWARNED IS EIGHT-ARMED!..2.99

VENOM: FINALE NO.1 (OF 3)

LARRY HAMA/MARK PAJARILLO

KICKING OFF THE *FINAL* VENOM LIMITED SERIES A SHOCKER THAT WILL REPOSITION HIM AS THE MOST DEADLY FOE OF SPIDER-MAN! AFTER A DISASTROUS ASSIGNMENT GONE HORRIBLY WRONG, VENOM GOES ROGUE WITH THE FORCES OF THE OVERREACH COMMITTEE ANXIOUS TO SILENCE THEIR ONE-TIME OPERATIVE! AND WHEN VENOM RESURFACES, CAN A CERTAIN WALL-CRAWLER BE FAR BEHIND?!..1.99

X-MEN

ON SALE SEPTEMBER 3

CABLE NO.48

JAMES ROBINSON/LADRONN/SCOTT HANNA

NEW PENCILER LADRONN (CABLE MINUS 1, SPIDER-BOY TEAM-UP) JUMPS ONBOARD AS WE BEGIN AN ASTOUNDING NEW ERA FOR CABLE! WHEN A REPORTER FOR A MAJOR NEW YORK TABLOID GETS TOO CLOSE TO THE INNER CIRCLE OF **THE HELLFIRE CLUB** AND SOMETHING CALLED "THE TOMORROW AGENDA" SHE INCURS THE WRATH OF ONE OF ITS VILLAINOUS MEMBERS LEADING HER TO THE MAN WITH EVEN MORE SECRETS: CABLE!..1.99

MAVERICK NO.3

JORGE GONZALEZ/JIMMY CHEUNG/ANDREW PEPOY

A BRAINWASHED MAVERICK BATTLES ALPHA FLIGHT'S PUCK AND VINDICATOR! CAN MAVERICK BREAK FREE FROM HIS PROGRAMMING THAT ORDERS HIM TO KILL MAJOR BARRINGTON? AND EVEN IF HE DOES, WHAT'S TO STOP HIM FROM MURDERING THE MAN ANYWAY AFTERALL, BARRINGTON IS RESPONSIBLE FOR INFECTING MAVERICK WITH THE LEGACY VIRUS! IT'S A PIVOTAL TURNING POINT IN MAVERICK'S LIFE AS HE COMES FACE-TO-FACE WITH THE MAN WHO ONCE TRIED TO DESTROY HIM!..1.99

UNCANNY X-MEN NO.349

SCOTT LOBDELL/JEFF MATSUDA/TIM TOWNSEND

OPERARION: ZERO TOLERANCE

CONTINUING THE MARCH TOWARDS THE TEAM-MUTATING 350TH ISSUE! AS OPERATION: ZERO TOLERANCE NEARS ITS SHATTERING CONCLUSION, THE BEING KNOWN ONLY AS **MAGGOTT** REACHES NEW YORK CITY AND FINDS HIMSELF IN A KNOCK-DOWN, DRAG-OUT FIGHT WITH **ARCHANGEL** AND **PSYLOCKE!** THE MUTATION OF THE MIGHTY MUTANTS CONTINUES IN X-MEN #69!............1.99

X-MEN VS. BROOD TRADE PAPERBACK

WRAPAROUND COVER BY BRYAN HITCH

CHRIS CLAREMONT & JOHN OSTRANDER/

MARC SILVESTRI & BRYAN HITCH/PAUL NEARY

THE MOST INSIDIOUS ALIENS OF THEM ALL LAND ON EARTH AND ONLY THE X-MEN CAN STOP THEM! THE MIGHTY MUTANTS GET CAUGHT BETWEEN A PACK OF BROOD ASSASSINS AND THEIR TARGET, THE BROOD QUEEN! WHY ARE THESE AWFUL ALIENS AFTER ONE OF THEIR OWN, AND ON WHOSE SIDE WILL THE X-MEN FIGHT? THIS 176-PAGE TRADE PAPERBACK COLLECTS UNCANNY X-MEN #232-234 AND THE TWO-PART X-MEN VS. BROOD: DAY OF WRATH IN ONE HANDY VOLUME!..16.99

ON SALE SEPTEMBER 10

GENERATION X NO.32
TOM DEFALCO/MARK BUCKINGHAM
SHOCKED AND BEWILDERED BY LAST ISSUE'S REVELATION OF M'S TRUE NATURE, BANSHEE PAYS A VISIT TO THE WORLD'S FOREMOST EXPERT ON GENETIC MUTATION HIS TERMINALLY ILL LADY LOVE, MOIRA MACTAGGERT! BUT HAS THEIR WORK-INDUCED SEPARATION AND THE LEGACY VIRUS DRIVEN A WEDGE BETWEEN THEM? PLUS: THE KIDS BLOW OFF STEAM AS ONLY THEY CAN!....1.99

MARVEL ADVENTURES NO.8 STARRING THE X-MEN
RALPH MACCHIO/ANDY KUHN/HARRY CANDELARIO
MOLTO, THE RENEGADE LAVA MAN, RUNS AFOUL OF THE SEWER-DWELLING **MORLOCKS** AND GETS MUTATED INTO A RAMPAGING MONSTER! NOW **GAMBIT, BEAST** AND **STORM** MUST STOP MOLTO OR THE EAST COAST IS TOAST!....1.50

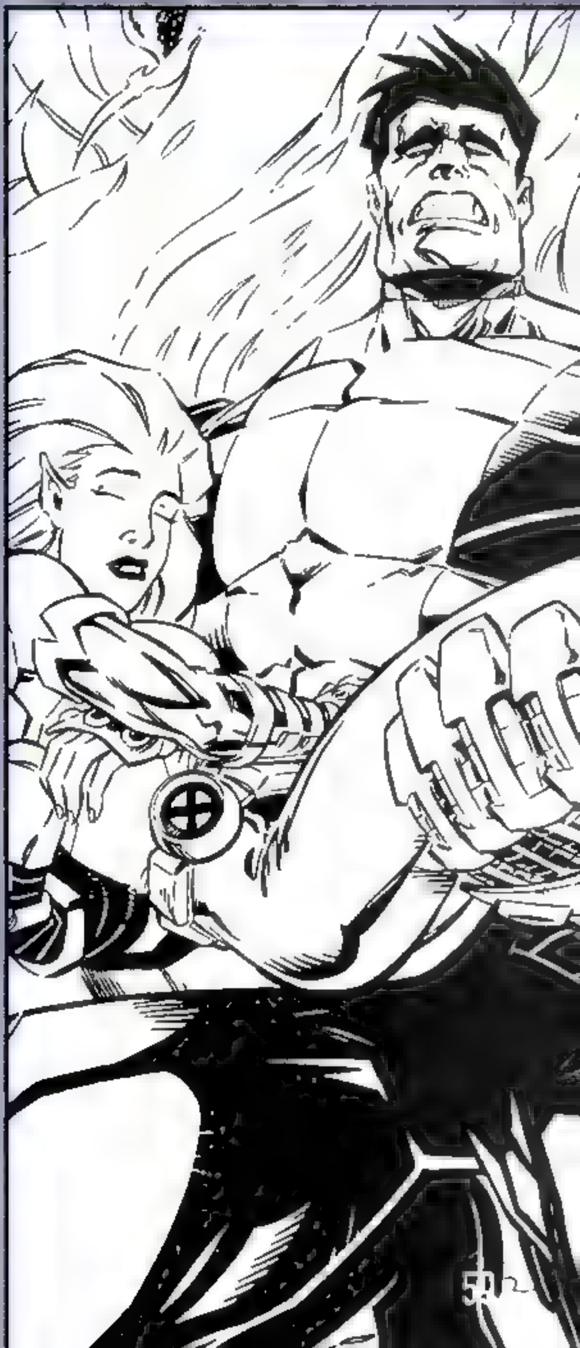
X-FACTOR NO.139
HOWARD MACKIE/DUNCAN ROULEAU/ART THIBERT
WHO KILLED GRAYDON CREED? VAL COOPER ATTEMPTS TO ANSWER THE QUESTION ALL OF COMICDOM IS ASKING AS SHE TAKES HER INVESTIGATION DIRECTLY TO THE GOVERNMENT OFFICIALS BEHIND THE HOUND PROGRAM! MEANWHILE, X-FACTOR AND THE **BROTHERHOOD** UNITE TO BATTLE THE HOUNDS THEMSELVES! PLUS: MYSTIQUE'S PLOT TO TRACK DOWN **SABRETOOTH** KICKS INTO HIGH GEAR!....1.99

ON SALE SEPTEMBER 17

EXCALIBUR NO.114
BEN RAAB/PETE WOODS/SCOTT KOBLISH
COLOSSUS AND MEGGAN RETURN TO MUIR ISLAND, KITTY SEARCHES FOR LOCKHEED AND DOUGLOCKE LEAVES TO JOIN THE NEW MUTANTS. MEANWHILE, A MYSTERIOUS WOMAN FROM PETE WISDOM'S PAST RETURNS! SHE'S AS BEAUTIFUL AS SHE IS DEADLY, SHE'S AN ASSASSIN GUNNING FOR WISDOM!....1.99

PSYLOCKE & ARCHANGEL: CRIMSON DAWN NO.4 (OF 4)
BEN RAAB/SALVADOR LARROCA/ART THIBERT
THE CONCLUSION TO THE X-MEN'S LETHAL LOVER'S LIMITED SERIES! WILL THEIR LOVE SURVIVE OR WILL THE PSYLOCKE THAT ARCHANGEL KNOWS BE LOST FOREVER? 2.50

X-MAN NO.32
TERRY KAVANAGH/ROGER CRUZ/BUD LAROSA
WHO IS THE MAN NAMED JACKNIFE? WHY DOES HE BLAME NATE FOR HIS CREATION? WHAT'S HIS ULTIMATE GOAL? THIS ISH REVEALS ALL!....1.99



ON SALE SEPTEMBER 17

X-MEN NO.69
SCOTT LOBDELL/CARLOS PACHECO/ART THIBERT
OPERATION: ZERO TOLERANCE

THE STORY: FOR MONTH'S THE MAN THEY CALL **BASTION** HAS WAGED A VERY PERSONAL WAR AGAINST THE X-MEN. BACKED BY VARIOUS GOVERNMENT AGENCIES, OPERATION: ZERO TOLERANCE HAS HIT THE X-MEN HARD. THEIR HOME HAS BEEN INVADED. THEIR VARIOUS TEAMS HAVE BEEN SCATTERED. THE MUTANTS WE'VE COME TO KNOW AND LOVE ARE WOUNDED AND RUNNING SCARED AND NOW BASTION IS MOVING IN FOR THE KILL! LEARN: THE SECRET OF BASTION! WITNESS: HIS ULTIMATE, ALL-OUT ASSAULT ON MUTANTKIND! SEE: THE SHATTERING EFFECTS ON THE X-MEN! REALIZE: WHY NOTHING CAN EVER BE THE SAME AGAIN! IT'S THE SHOCKER THAT LEADS DIRECTLY INTO NEXT MONTH'S MILESTONE, UNCANNY X-MEN #350!

THE CREATORS: BROUGHT TO YOU BY THE CREATIVE TEAM SUPREME OF **SCOTT LOBDELL, CARLOS PACHECO** AND **ART THIBERT!**..1.99

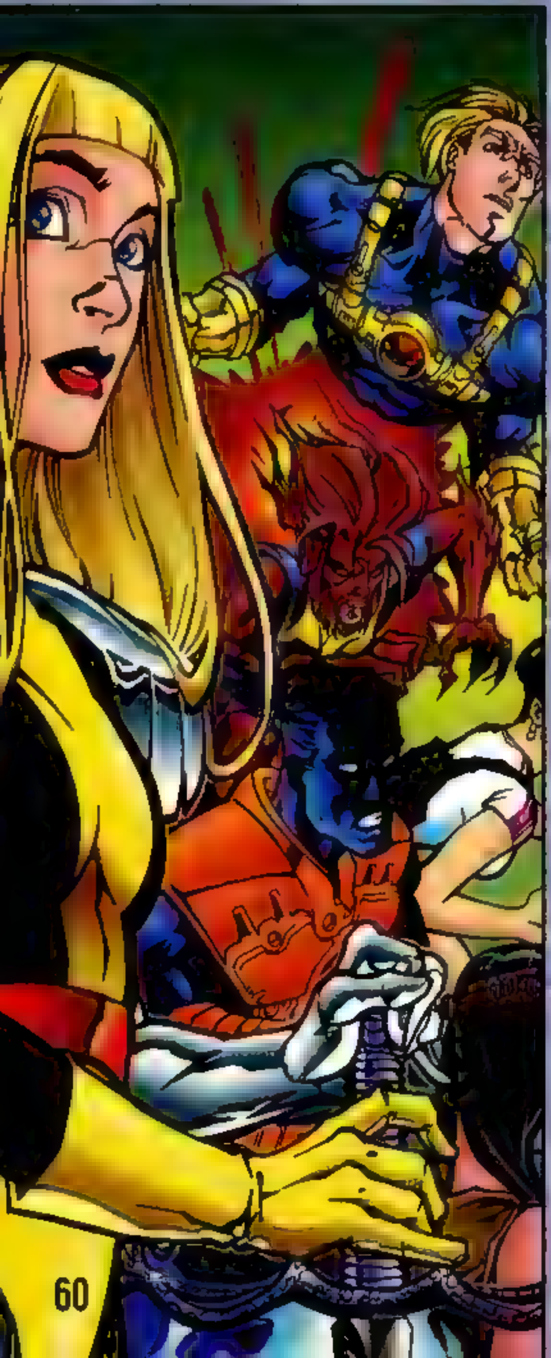
ON SALE SEPTEMBER 24

GAMBIT NO.3 (OF 4)
HOWARD MACKIE & TERRY KAVANAGH/KLAUS JANSON
CONTINUING GAMBIT'S ALL-NEW LIMITED SERIES! WHILE THE FORCES OF DARKNESS GATHER AGAINST HIM, GAMBIT RACES FOR SANCTUARY IN THE VATICAN! WHAT'S A THIEF DOING IN A CHURCH? FIND OUT HERE AS THE X-MEN'S WILD CARD GETS DRAWN DEEPER AND DEEPER INTO A WAR OF BIBLICAL PROPORTIONS!......................2.50

NEW MUTANTS NO.1 (OF 3)
BEN RAAB/BERNARD CHANG

THE STORY: THEY MAY HAVE MOVED ON TO BECOME MEMBERS OF THE X-MEN, X-FACTOR AND EXCALIBUR BUT THEY'LL ALWAYS BE NEW MUTANTS! NOW THEY'RE BROUGHT TOGETHER BY THEIR FORMER TEAMMATE, **MAGIK!** WAIT A MINUTE, ISN'T ILLYANA RASPUTIN DEAD? MAGIK ISN'T EXPLAINING, BUT SHE DOES KNOW THAT AN INNOCENT GAME OF "TRUTH OR DARE" PLAYED LONG AGO HAS GONE HORRIBLY WRONG, AND NOW THE CURRENT DAY NEW MUTANTS MUST SAVE THEIR FORMER SELVES, OR THEY'LL CEASE TO EXIST FOREVER!

THE CREATORS: WRITTEN BY **BEN RAAB** (EXCALIBUR, CRIMSON DAWN) WITH ART BY **BERNARD CHANG** (DAREDEVIL/DEADPOOL '97)..2.50



THE NEW MUTANTS
CHRIS CLAREMONT/BOB MCLEOD
AVAILABLE AGAIN! BEFORE X-FORCE, EVEN BEFORE THE ONGOING NEW MUTANTS SERIES CAME THE 48-PAGE ADVENTURE THAT INTRODUCED THE WORLD TO CANNONBALL, SUNSPOT, MOONSTAR, KARMA AND WOLFSBANE. BE THERE AS HISTORY HAPPENS THROUGH THIS REPRINT BOOKSHELF COMIC, FEATURING AN ALL-NEW, ALL-DIFFERENT COVER BY **ADAM HUGHES**..5.95

NEW MUTANTS: DEMON BEAR
CHRIS CLAREMONT/BILL SIENKIEWICZ
AVAILABLE AGAIN! COLLECTING NEW MUTANTS #18-21, THE GROUND BREAKING ISSUES THAT INTRODUCED THE ENIGMATIC WARLOCK AND GAVE FANDOM AN ENTIRELY DIFFERANT LOOK AT WOLFSBANE, MAGIK, MAGMA, CANNONBALL AND SUNSPOT..8.95

WOLVERINE NO.118
LARRY HAMA/LEINIL FRANCIS YU
OPERATION: ZERO TOLERANCE IS OVER, AND IF YOU READ X-MEN #69 YOU'LL SEE THAT THE TEAM HAS BEEN PROFOUNDLY IMPACTED BY THE ORDEAL. CAN WOLVERINE, THE QUINTESSENTIAL LONER, HOLD THE TEAM TOGETHER-OR FOR THAT MATTER, CAN HE HOLD *HIMSELF* TOGETHER?..1.99

X-FORCE NO.71
JOHN FRANCIS MOORE/ADAM POLLINA/MARK MORALES
JUMP-ON ISSUE! FOLLOWING THE EVENTS OF LAST ISSUE NOT TO MENTION THAT LITTLE THING CALLED OPERATION: ZERO TOLERANCE THE TEAM HAS CUT LOOSE! NO MORE CABLE, NO MORE XAVIER NO MORE RULES! NOW, WITH SOME MEMBERS GONE, THE SQUAD HITS THE ROAD AND HEADS WEST FOR A NEW LIFE, NEW ADVENTURES AND A WHOLE NEW DIRECTION!..1.99

MARVEL PRESENTS

ON SALE SEPTEMBER 3

DOCTOR WHO NO.256
VARIOUS
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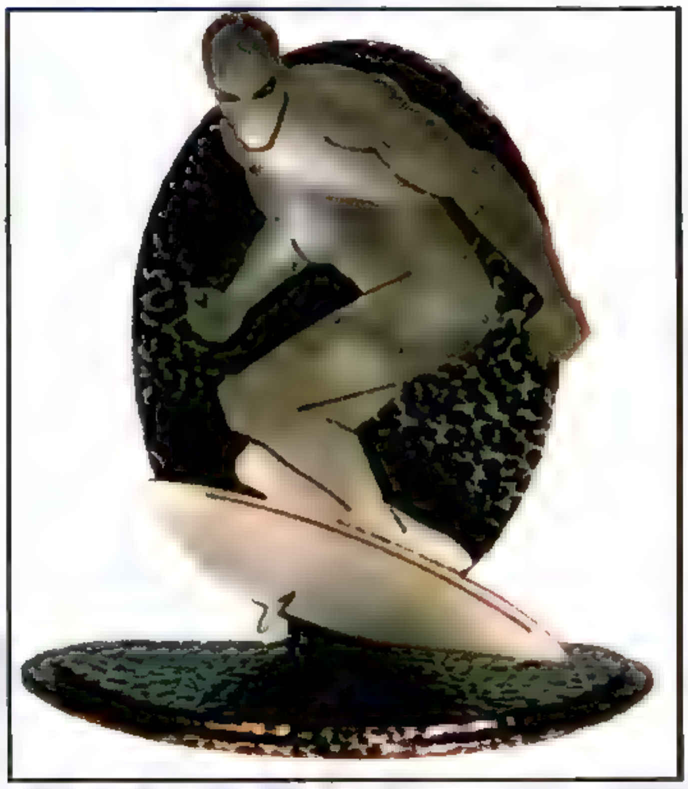

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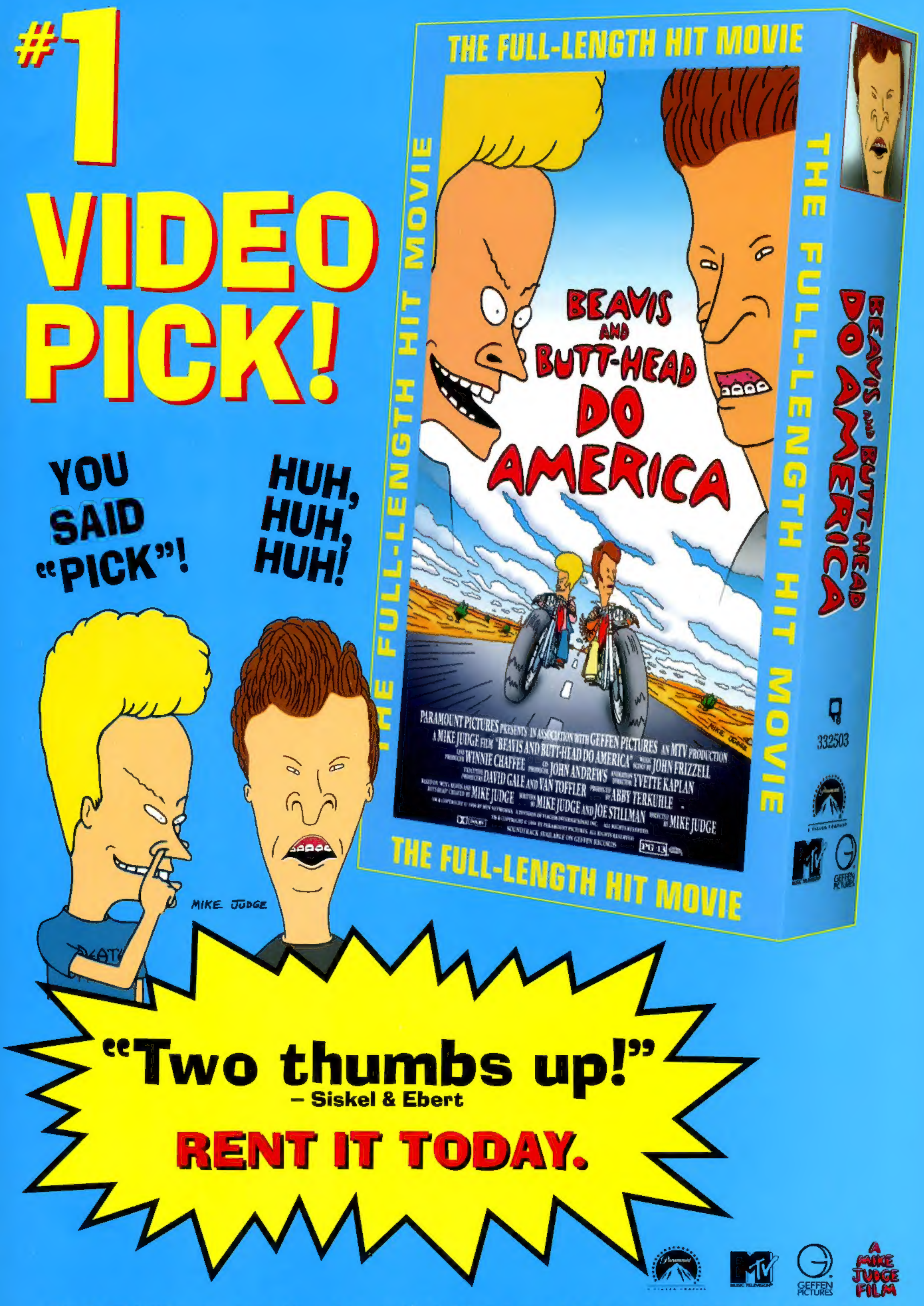

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